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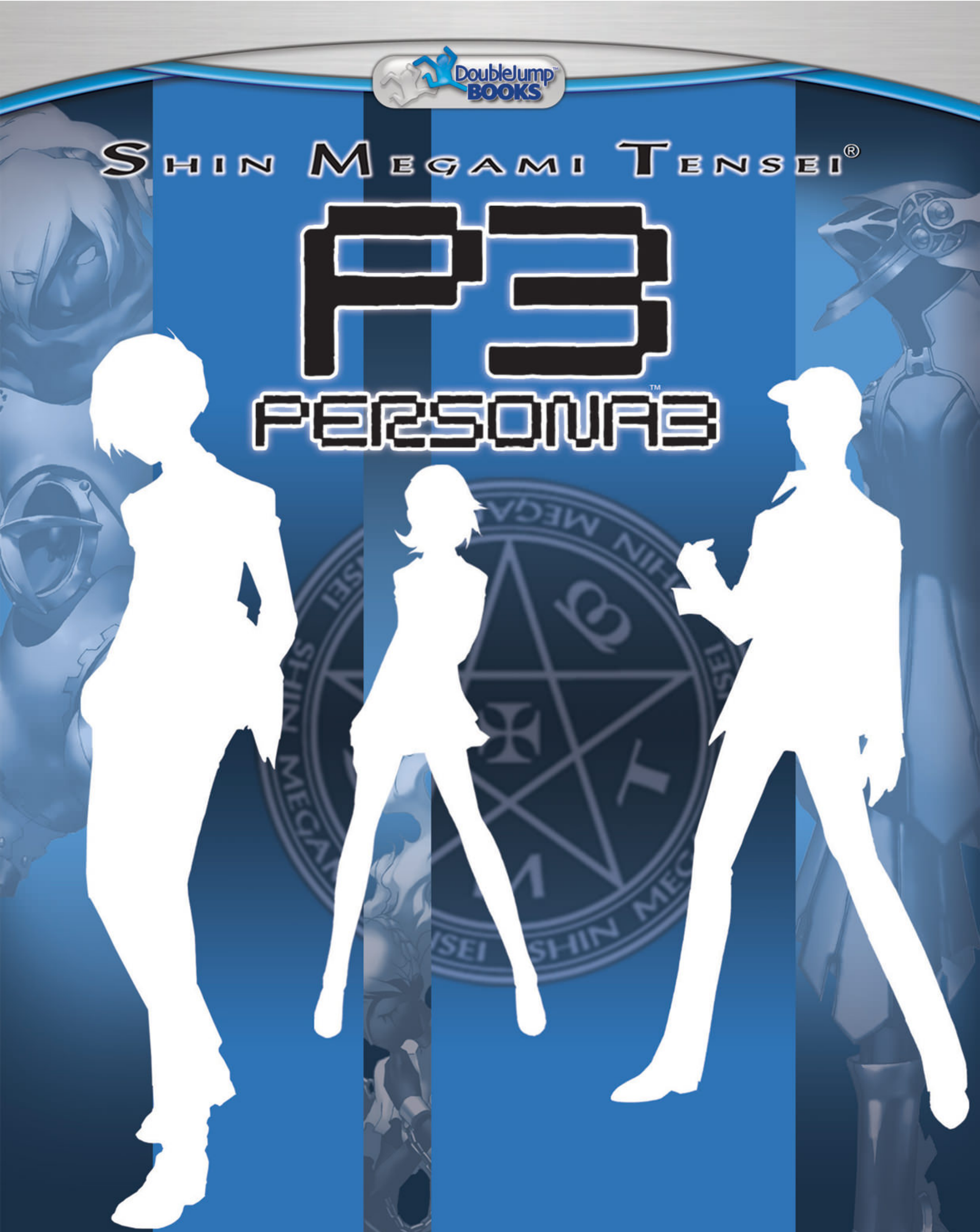
SHIN MEGAMI TENSEI®

P3

PERSONA 3™



THE OFFICIAL STRATEGY GUIDE

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SHIN MEGAMI TENSEI®
P3
PERSONA3™
A DOUBLEJUMP® BOOK

PUBLISHER
Tim Lindquist

PROJECT MANAGER
Philip Weidig

AUTHORS
Iaian Ross
Thomas Hindmarch
Elizabeth Ellis

LANGUAGE SPECIALIST
Elizabeth Ellis

DESIGN/LAYOUTS
David Silviera
Brady Hartel

EDITORS
Thomas Hindmarch
Alicia Ashby

SPECIAL THANKS
Jim Ireton, Yu Namba, Bill Alexander, Jeremy Cail, Michiko Shiikuma, Atlus staff-all, families-all.

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MASTHEAD

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Memento mori is a Latin phrase that is often translated as "Remember you are mortal." Every moment that passes is irrevocable; every decision you make pushes you further towards your inevitable fate.

"*Memento mori*" is one of the first phrases you'll see upon starting *Persona 3*, which is, in its way, a game about irrevocability. In many RPGs, you are the sole motivating factor of the universe; if time passes, it's because you triggered an event to make it pass. Nothing happens unless you make it happen.

In *Persona 3*, this is turned on its ear. You cannot stay in a dungeon indefinitely without getting tired and eventually sick; sooner or later, you will be forced to leave, and come back another day. You cannot achieve miracles within the course of what looks like a single day; you will have to set balls rolling and see what happens with them tomorrow.

Every decision you make in *Persona 3* has an impact on the future, from who you choose to hang out with after school to whether or not you go another level into the dungeon. Nothing is irrelevant. *Memento mori*; remember you are mortal, and time is always passing.

This is a fascinating game, like every game in the *Shin Megami Tensei* series, and represents a step forward for interactive storytelling. We hope you enjoy playing it and talking about it as much as we have.

P3 PERSONA3

INTRODUCTION: MEMENTO MORI

EXPLANATION OF JAPANESE *SCHOOL SYSTEM/SCHOOL YEAR*

Public schooling began in Japan after the Meiji restoration of 1868, when the government chose to cast aside the antiquated ways of the previous regime to join in western-style development. Prior to this, the country was largely closed to outside influence, and higher education of any kind was mostly reserved for people of the elite samurai upper-class. When this system was overthrown, the first thing that the new Meiji government did was send representatives to Europe to figure out how western countries were run. They took what they considered to be the best system from each country in all aspects of government, such as economics, constitution, and ruling bodies. When it came to education, they chose a system based on the French and German school systems of the time.

All this changed again after World War II, when the Americans occupied Japan, and began their efforts to de-militarize and de-nationalize the country. One of the great changes they made was in the Japanese educational system, which was made to mirror the American one. In the sixty years since that time, though, American and Japanese cultures have evolved separately. Even though modern Japanese schools maintain a framework similar to our own, they are inscrutible to Americans in many ways. This can be seen clearly in a game like *Persona 3* which "real world" setting is, in some ways, as foreign to American players as the shadow dimension that the characters travel to. In this section, we'll attempt to shed a bit of light on the workings of Japanese schools and the society around them, so some of the game's finer social elements can be understood.

The School Day

The Japanese educational system shows its roots in the early American school system in the division of its school years. Japanese schools are divided into elementary, junior high, and high school, which are attended for six, three, and three years respectively. The school day runs from 8:30 to 3:30 on weekdays, with a half day on Saturday from 8:30 to 1:00. The Japanese school year begins in April, and is broken into trimesters instead of semesters. Midterms are in May and October, with finals in December, and extended seasonal breaks after each trimester in August, December, and March. Japanese students attend school for almost two hundred forty days out of the year, significantly more than most American students.

Primary education is similar to that in America, in that students will attend a local institution. After junior high, though, advancement becomes based on merit rather than by district. All students must take entrance exams to determine which high school they will attend, with fierce competition for the higher class schools. As a result, there is no organized method of transportation to get students to school each morning. Students must walk, bike, or commute (via public trains and buses) on their own to get to the school they have placed into, and may spend up to two hours traveling to and from school, if the one they qualified to attend happens to be far outside their district. For convenience, students are allowed to buy commuter passes at the beginning of the year that automatically pay the round-trip fare between their home and their destination.

In School

At the beginning of the school year, students are assigned to a homeroom. They will remain in this room for all classes, except for classes that require special equipment, such as gym and laboratory classes. Instead of the students changing rooms, it is the teachers who rotate, meaning that any given student will typically remain with the same classmates all throughout the day. Typically, students even eat lunch together in their classroom, bringing a traditional box lunch (bento) from home. The average size of these classes is generally much larger than what is considered acceptable in American schools, with over thirty students per classroom.

One immediate difference most people might notice between Japanese and American schools is the uniforms. Unlike the majority of modern American schools, uniforms are mandatory at Japanese high schools, with each school having its own unique uniform design. These uniforms were originally based on American military uniforms, leading to the popularity of the otherwise peculiar-looking "sailor suit" design seen on female students. In addition, as in most Japanese homes and institutions, students are required to change their shoes after they enter. Special lockers are provided at the entrance to the school so that students can change from their street shoes into the proper indoor slippers.

Japanese high schools have the same focus on academic subjects as American schools. The classes include language (*kokugo*), science, social studies, and mathematics, with a handful of optional electives. Learning English as a foreign language is also a requirement for all Japanese students. Despite the wacky caricatures portrayed in *Persona 3*, though, the Japanese school system is actually vastly more regulated than the American school system. All students are to be viewed and taught as though their potential and needs are the same, meaning that there is no special attention given to struggling students. Classes are to be taught strictly from pre-prepared syllabi, and creativity in teaching methods is greatly discouraged.

As with all schools, Japanese schools do not simply teach academics, but are also expected to play a role in teaching students the proper interpersonal traditions. In elementary and junior high schools, this is done through "moral studies" courses, which teach proper Japanese manners and discipline. Even in high school, where these courses are no longer offered, an emphasis is still placed on teaching students how to function properly in their later lives. All students must stay after school and clubs to clean up (*osoji*), and perform various classroom chores on a rotating schedule. They are also expected to show proper respect for the hierarchy of the school, with deference shown to those who have seniority over them. For more about the complexities of Japanese relationships, please see the "Relationships and Suffixes" sidebar.

After School

Most students in Japanese school will participate in clubs, which are supervised by one of the teaching staff and usually meet for two hours after school. Clubs are often divided into sports clubs, which includes all the various sports and martial arts, and culture clubs, which includes clubs based on art, literature, music, and science. Many of these clubs, especially the sports clubs, may meet more often or for longer periods of time, and some continue to meet even during vacation. The commitment required by any one club means that a student can only be in one club each year, and generally do not change clubs between school years. Some students even forego club activities altogether in order to make more time for academic studies such as cram school.

Despite the unpleasant-sounding name, cram school (*juku*) is a popular and productive after-school pastime for many Japanese students. These schools are privately owned, not regulated by the government-standardized syllabi, which means the teachers will have a great deal more freedom in their teaching methods. They can provide struggling students with a chance to seek help in a difficult subject, or to gain an edge in studying for their high school or college entrance exams. With the government standards for public Japanese education growing more lax over the years, cram school attendance is becoming a more and more integral part of academia for students who wish to place into one of the more competitive Universities.

Otherwise, Japanese students spend their time after school much like American students do: hanging out with friends, going to the mall, catching movies, or staying home to watch TV or study. Still, many of the particular activities they engage in and the foods they eat may seem very foreign. For some of the uniquely Japanese elements of the after-school time portrayed in *Persona 3*, see our "Other Japanese Establishments" section.

Special Events

Although the Japanese attend school for almost sixty more days than American students, much of this time is spent attending or preparing for the many in-school festivals and activities that take place during the year. There are entrance and closing ceremonies that take place at the beginning and end of the school year, as well as smaller ceremonies bookending each individual trimester. There are also sports days, during which all the students of the school are broken into teams to face off in a number of sporting events (such as tug of war), and culture days, during which students are expected to prepare and show off their various artistic and academic school projects.

Days off are also taken for various class field trips to parks and local historic sites. In addition, the senior class at each level of school (sixth, ninth, and twelfth-graders) will go on an official class trip. The class trip is most often to a famous place elsewhere in Japan, but upper-crust schools may take trips to places as far away as China, Australia, or Europe. These trips are usually expected to be as educational as they are enjoyable, and may include some tieback to a subject being studied in class. Students must pay the cost of the class trip themselves.

Festivals and Holidays

The Japanese school year is broken up significantly with minor holidays and festivals. Some of these

are not official national holidays, but many still have an effect on the school day. Just like the school system, Japan's calendar holidays were adjusted after the American occupation of World War II, in an attempt to Americanize the country and decrease Japanese nationalistic sentiment. As in America, there is a near-constant battle being waged regarding the political correctness of certain holidays, especially those that could be considered celebratory of the less pleasant aspects of the country's past.

The holidays acknowledged in *Persona 3* are described below.

January 1st: New Year's Day - Most businesses shut down on the first three days of the New Year to allow families to spend time together, and make the traditional New Year's visit to the local shrine or temple. Many people also send each other greeting cards at this time.

January 11th: Coming of Age Day - On the second Monday of January, celebrations are held for all people who are turning 20 in the coming year. In Japan, 20 is the age when people officially become adults, and are allowed to smoke, drink, and vote.

February 11th: National Foundation Day - This day celebrates the ascension of the first Japanese Emperor to the throne of Japan, historically written as 660 BC. This holiday was eliminated for a time after World War II, but reinstated in 1966.

March 21st: Vernal Equinox Day - In Buddhist tradition, the day when day and night are of equal length represents a day to honor the dead. Many families travel to the tombs of deceased relatives to clear them of weeds and make traditional offerings.

April 29th: Showa Day - Showa Day celebrates the birthday of the former Emperor Hirohito, who reigned in Japan for sixty years. During his reign, it was celebrated as the Emperor's birthday, but remained a holiday after his death. Though it is considered a separate entity in *Persona 3*, Showa Day is usually celebrated as the beginning of Golden Week (see next page).

RELATIONSHIPS AND SUFFIXES

Suffixes represent a complex part of the Japanese language and culture. There is really no way to offer an A = B translation for suffixes, as what they mean in a given situation depends greatly on the relationship between two people, and their prevailing attitudes towards each other. A suffix that intimates one set of people may serve to distance another set. Here, we will try to explain the some of the basic meanings of these suffixes, to help you understand the nuances seen in *Persona 3*.

-san: Denotes basic respect for someone older, or of higher standing, often literally translated to "Mr." or "Mrs." It is also used between strangers as a basic sign of neutral respect, and as such, can be used to communicate distance between people who have a closer relationship.

-sensei: Like -san, this is a general last-name suffix meant to convey respect, though this one is primarily reserved for teachers, doctors, and other people of greater educated people. The speaker can also use it in a less formal sense, to express respect for someone a person who has taught them something, even if that person does not bear any official position.

-sama: Meant to denote extreme honor and respect for another person, putting yourself far below them in worth. Traditionally, the suffix is used by a servant for his master, or applied to great lords and ladies. Therefore, it can also be used sarcastically to imply someone who puts themselves in this role. It may also be heard by young girls using it to describe the object of their crush.

-chan: An diminuative suffix, mostly used for younger females, but can be used to communicate affection for very young children of either sex. It is also the basic suffix used between female friends and acquaintances of school age.

-kun: Primarily an affectionate diminutive reserved for males, it is also the basic suffix used between male friends and acquaintances of school age. In addition, it is the generic polite suffix for people of much higher status when speaking to subordinates (such as a teacher to his students, or a boss to his employees). When used in the latter sense, it can also be applied to females.

-senpai: A suffix used to show respect to someone who is senior to you in status at work, class, or club. The senior/junior (senpai/kohai) relationship is an extremely important one in Japanese society, and learned primarily in schools and clubs, as the kohai (junior member) must always be deferential to his senpai. The word "senpai" can sometimes be used on its own to completely replace a person's name.

-tan: A common mispronunciation of "-chan" by children, this has been picked up by teenagers and adults as a "cutesyfied" version of -chan or -kun, to express greater affection, and sometimes to tease.

May 3-5: Golden Week - Golden Week is a collection of national holidays (Constitution Day, Earth Day, and Children's Day) celebrated in close succession. Most offices and schools close for the entire week, due to the large number of people who take off even the intervening days between these national holidays and the weekend.

- Constitution Day - Celebrates the anniversary of the signing of the new Japanese Constitution after World War II.

- Earth Day - A celebration of the Earth and its blessings. It was originally set as the replacement for the Emperor's Birthday after his death, due to his special affection for the environment, and celebrated on April 29th. It was moved to May 4th after April 29th was renamed to Showa Day, a move which many found controversial.

- Children's Day - A day to celebrate the mindset of the child, and offer gratitude towards parents. Originally named Boy's Day, its most popular symbol is the fish-like kites that are flown on this day.

June 20th: Marine Day - Another recently declared holiday, this is a day to celebrate the ocean and its bounty. With a practical association similar to Memorial Day in the US, this is a day that many families use to take short trips to the ocean.

August 16th: Summer Festival - Known as the Obon or Lantern Festival, this is an ancient Buddhist festival intended to honor the dead, with a celebration that usually lasts for several days. Offerings are made to deceased members of the family, and stages are set in public meeting places so that people can participate in regional Bon Dances. The traditional dress for this festival is the yukata, a light summer kimono.

September 21st: Respect the Aged Day - Celebrated on the third Monday of September, this holiday honors Japan's significant elderly population. Many media outlets use this occasion to play various specials related to this subject, and special gifts are prepared by the community for residents over seventy years old.

September 23rd: Autumnal Equinox - The connotations and practices are the same as the Vernal Equinox.

November 3rd: Culture Day - Originally celebrated as the birthday of the former Emperor Meiji, Culture Day honors his dedication to education by honoring those who have made significant acheivements in the area of Japanese culture. For schools and universities, it is a day to display the contributions their student bodies have been making.

November 23rd: Labor Day - Historically, this was a day when the Emperor performed a ceremony to celebrate the rice harvest. When the Emperor's power was diminished after World War II, it was changed to a day to more generally honor the labor of the Japanese work force.

December 23rd: Emperor's Birthday - This day celebrates the birthday of Japan's Emperor Akihito. The birthday of the currently reigning Emperor is always honored as a national holiday, and sometimes even enshrined after their death, as with Showa Day (formerly Earth Day) and Culture Day described above. On this day, the Imperial Palace is opened for public access, and the living Emperor makes a speech to his people.

December 25th: Christmas - Because of the small population of Christians in Japan, Christmas is celebrated there as a secular holiday, with Santa Claus as the symbol. Most of the largest public institutions will be decorated with Christmas displays in honor of the holiday season. The traditional food eaten in Japan during Christmas is the Christmas Cake, a sponge cake covered in strawberries and whipped cream.

December 31st: New Year's Eve - It is considered proper to for all people to finish up any lingering business before the year's end. Many people take this time to clean their homes to make a fresh start for the New Year and hold private celebrations with their families.

Other Japanese Establishments

Outside of schools and festivals, *Persona 3* exposes the player to a number of other foreign elements of Japanese life, from the food to the local establishments throughout the city.

Japanese Coffee Houses: Coffee shops in Japan are a bit more of a multi-purpose affair than those in America, as you can usually order a meal along with your coffee, especially if you come in the morning. In general, Japanese restaurants differ from American restaurants in that your meal payment gives you the right to sit down as long as you want (without waiters hovering over you to clear out for the next customers), and tipping is not required.

Mahjong Parlors: Unlike in China, where it is equally a women's pursuit, Mahjong is primarily played by men in Japan. Mahjong parlors provide a place where men can gamble on Mahjong games, meaning that the seedy Mahjong [parlor in *Persona 3* is effectively Japan's equivalent to the seedy poker hall.

Hot Springs: As a nation located in a volcanically active area, Japan's hot springs are renowned the

world over. It is generally expected that you will wash off separately before you enter the hot spring, to prevent a contamination of the public bathing water. Hot springs may or may not permit bathing suits and towels, and may be co-ed, or offer separate hours or bathhouses for men and women.

Karaoke Clubs: Though the Japanese have karaoke bars as we do in America, the more recent trend is towards the karaoke parlor. Rather than standing in front of a huge room full of people, you're allowed to reserve a private room with a small group of friends. Karaoke is a popular pastime in Japan for students after school and drunken business get-togethers alike.

Eateries: With the limited amount of land space in Tokyo, Japanese eateries there tend to be small and fairly cramped. You may place an order with the server, or at some fast food restaurants, buy a ticket from a machine, which you hand over to receive your meal. Unlike Americanized Japanese restaurants, eateries in Japan tend to specialize in one genre of food or another. Here are some of the kinds of specializations you may see:

- Udon - Extremely thick noodles served in broth with various toppings. Popular versions are curry udon (udon with curry powder in the broth), tempura udon (with shrimp tempura on top), and kitsune udon (with sweet tofu).

- Soba - Thin buckwheat noodles prepared in a variety of ways, often served cold in summer. Some popular varieties include morisoba (served cold with separate dipping sauce), zarusoba (with seaweed on top), and yakisoba (fried soba noodles).

- Ramen - A Japanese take on the traditional Chinese noodles, served in broth, often spicy.

- Bowls - Various proteins served over rice. Some popular options are katsudon (deep fried beef over rice), oyakodon (egg and chicken over rice), and gyudon (beef and onion over rice).

- Sushi - Various cuts of fish served with rice, served either nigiri (pressed) or maki (rolled) style. A popular kind of sushi restaurant involves a rotating conveyor belt of sushi. Customers sit around the belt, and take whatever cuts they like as they come near.

Street Stands: Another kind of fast food is the streetside stand, which serves a variety of traditional Japanese snacks, usually at night, on festival days, or in the vicinity of "event" areas such as stadiums. The food served on street stands could be considered equivalent to American junk food such as hot dogs, nachos, and large pretzels. Some of the popular kinds of food served at street stands are:

- Takoyaki - Slices of octopus inside fried dumpling batter, then topped with a variety of sweet sauces and mayonnaise. It's especially popular in Kyoto, but eaten all over Japan.

- Yakitori - Pieces of chicken placed on a skewer and then grilled. Sometimes alternated with vegetables and served with a sweet and salty dipping sauce.

- Taiyaki - A pancake-like sweet snack, molded in the shape of a fish. It is traditionally filled with red bean paste or custard cream. They are extremely popular at festivals.

Shrines: The traditional religion in Japan is Shinto, and Shinto's place of worship is the shrine *jinja*. Shrines are usually established for the enshrinement of a single god (one of the significant gods of the Japanese pantheon, or a lesser god of a local landmark). Cleanliness is of utmost importance in the Shinto religion, and most offer stations for ritual purification of the hands and mouth. Other typical shrine landmarks found in *Persona 3*:

- Offertory Box - A typical donation box where you can place money and make a wish to the God of the shrine. There are numerous variations on this at various larger shrines.

- Inari shrine - Distinguished by their bright red gates, these shrines are dedicated to the god Inari, who uses foxes as his messengers. Offerings can be made to the fox statues at this shrine to convey messages and prayers to Inari. As such, booths in these shrines often sell popular offering items, including inarizushi (rice in a sweet tofu wrapper) which is a kind of food associated with the deity.

- Fortune Paper *(omikuji)* - By making a small monetary donation, you draw out a slip of paper that will tell you your luck for the day. Tie the paper to a tree branch to ward off bad luck or invite in good luck.

Police Boxes: The Police Box is a small office outlet of the larger central police station, spread around the community and usually used to station a single police officer. By spreading out the police this way, each officer can better meet the needs of a given community by enforcing local regulations, offering local directions, and getting to know the citizenry.

Love Hotels: Like some motels in America, these are hotels designated for couples to get together. Separate rates are often given for a "rest" (several hours) or a "stay" (staying overnight). Because sex, and the roles that these hotels play in it, is not as stigmatized in Japan as it is in America, these hotels have more leeway for advertising and creativity, and are generally safer and better regulated than their American counterparts.

PERSONA3 BASICS

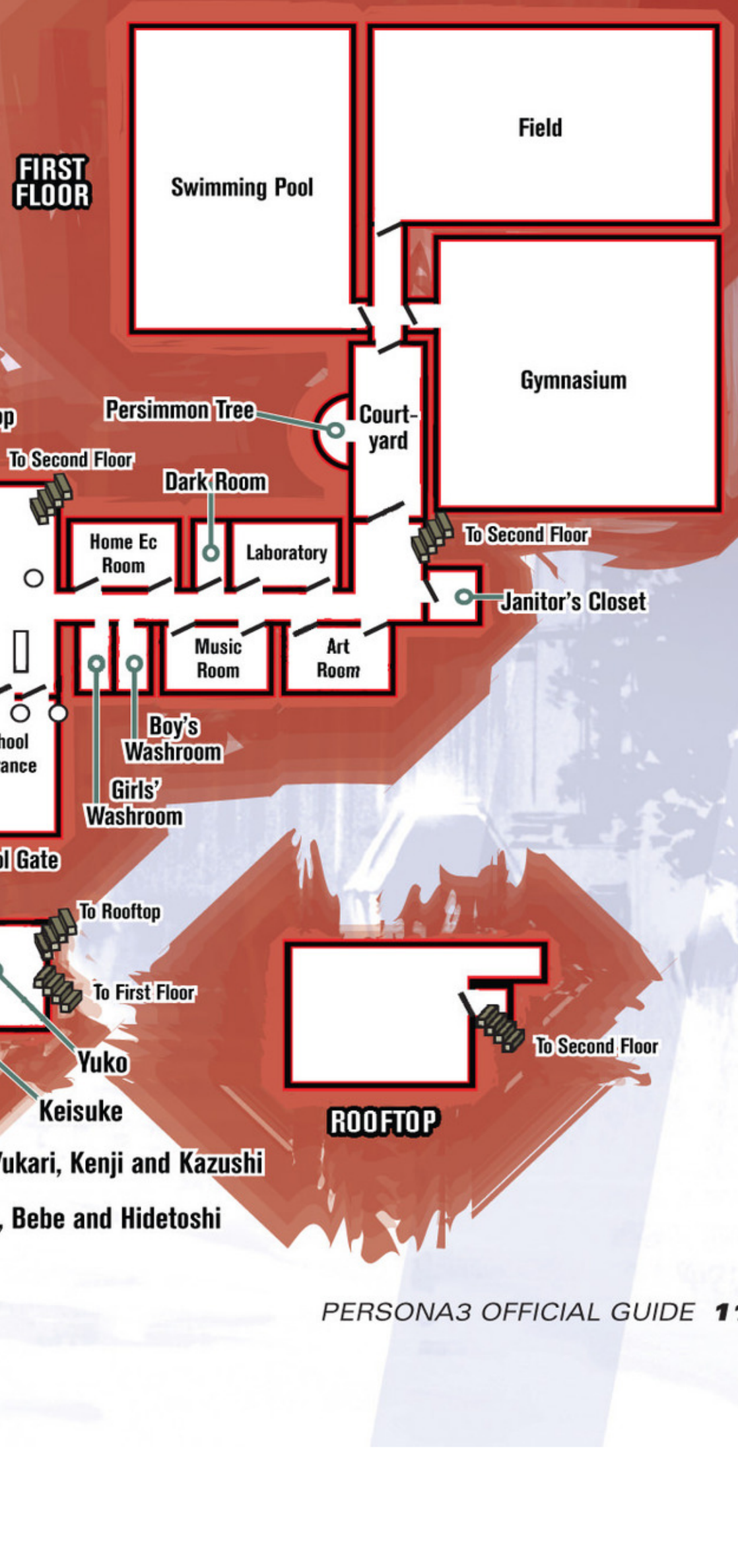
2

"...you have powers well beyond those of an ordinary human being."

Persona3 Official Guide

FAST TIMES AT GEKKOUKAN HIGH

Situated on Port Island, Gekkoukan High is a modestly-sized high school that newcomers can easily get lost in. New students should study the map of the school grounds to avoid becoming confused by the school's design, so that they can find out where they need to go quickly and easily.



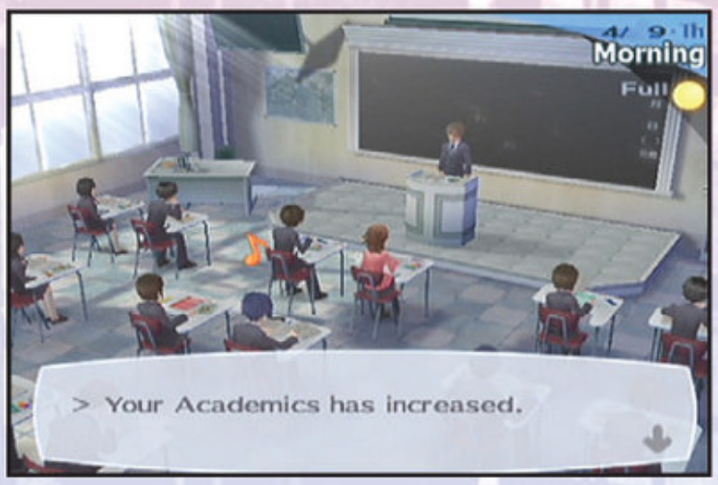
A Year In The Life

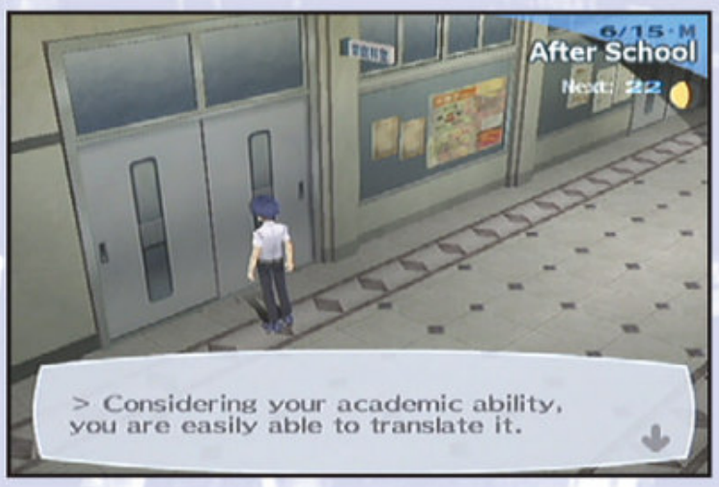
Persona 3 begins on April 9th, 2009, and lasts until, at the absolute latest, January 31st, 2010. When this time is over, so is the game.

Every day that passes in-game is a day you cannot get back, and any opportunities that were present on that day are now lost. Further, various events may change your plans, such as mid-terms or vacations. Thus, every decision you make has an impact. While no single decision will make or break your game, you do need to be more careful than you may be used to. You can't simply go back and choose another option in *Persona 3*.

Attributes

You begin the game as kind of a slacker. You have three attributes: Academics, Charm, and Courage. Various activities over the course of the game can act to improve these attributes. The higher they are, the more options you'll have later on.





The most obvious example of this is in the Home Ec classroom at Gekkoukan High. You cannot read the sign on the door until you've improved your Academics. To improve your attributes, you can pursue various activities, both in school and outside of it. These activities will generally move you forward in time, so be careful to accomplish anything else you wanted to do (i.e. shopping) before embarking upon them.

Your Attributes will determine whether you succeed or fail on many activities in the late game, such as midterm exams or story events. It's generally a very good idea to try to get them up as high as possible. Whenever your characters are too tired or sick to enter Tartarus, go out and do something to increase your Attributes instead. The following tables are comprehensive lists of ways to increase your Attributes, and the possible Attribute ranks. Use them as necessary for planning your progress through the game. Generally speaking, your Attributes can never be too high, but don't focus on raising them to the exclusion of keeping yourself in good shape for trips to Tartarus.

ATTRIBUTE RANKS

Academics	Charm	Courage
Rank 1 (0-19 pts): Slacker	Rank 1 (0-14 pts): Plain	Rank 1 (0-14 pts): Timid
Rank 2 (20-79 pts): Average	Rank 2 (15-29 pts): Unpolished	Rank 2 (15-29 pts): Ordinary
Rank 3 (80-139 pts): Above Average	Rank 3 (30-44 pts): Confident	Rank 3 (30-44 pts): Determined
Rank 4 (140-199 pts): Smart	Rank 4 (45-64 pts): Smooth	Rank 4 (45-64 pts): Tough
Rank 5 (200-259 pts): Intelligent	Rank 5 (65-79 pts): Popular	Rank 5 (65-79 pts): Fearless
Rank 6 (260+ pts): Genius	Rank 6 (80+ pts): Charismatic	Rank 6 (80+ pts): Badass

RAISING YOUR ATTRIBUTES

ACADEMICS

Activity	Pts	Cost	When	Time Spent	Notes
Naganaki Offeratory	+1	5 yen	Once a day	-	10% chance you'll gain a point.
Naganaki Offeratory	+1	100 yen	Once a day	-	50% chance you'll gain a point.
Naganaki Offeratory	+2	1000 yen	Once a day	-	75% chance you'll gain 2 points.
Lecture	+2	-	During Class	1 Time Period	Only if you stay awake during a Class Lecture.
Study at Library	+2	-	After School	Until Evening	-
Study at the Dorm	+2	-	Late Night	Until Tomorrow	Gain twice as much on a weekend. Gain 2 less if tired or sick.
Wakatsu Restaurant	+3	680 yen	After School	Until Evening	Unavailable on Tuesdays.
Summer School	+3	-	August 10-15	1 Day	This happens automatically. The 15th is a half-day.
Summer Film Festival	+4	-	August 19	Half Day	Also improves S.Link with the Temperance Arcana.

RAISING YOUR ATTRIBUTES

COURAGE

Activity	Pts	Cost	When	Time Spent	Notes
Visit Nurse's Office	+2	-	Tired or Sick	-	If you don't take the medicine, you'll get a recovery item instead.
Club Mandragora	+2	800 yen	Any time	1 Time Period	Unavailable on Fridays and Saturdays. Spend time until Evening if done After School or until Midnight if done during the Evening.
Wild-duck Burger	+3	500 yen	After School	Until Evening	Unavailable on Thursdays.
Screen Shot Theater	+4	1500 yen	After School	Until Evening	Only on even-numbered months.
Summer Film Festival	+4	-	Aug 18, 26, 27	Half Day	Also improves S.Links for various Arcana.

RAISING YOUR ATTRIBUTES

CHARM

Activity	Pts	Cost	When	Time Spent	Notes
Chagall Cafe	+2	500 yen	Any time	1 Time Period	Spend time until the Evening if done After School, or until Midnight if done during the Evening.
Pop Quiz	+2	-	During Class	1 Time Period	Only gained if you answer the question correctly.
Hagakure Ramen	+3	900 yen	After School	Until Evening	Unavailable on Thursdays.
Screen Shot Theater	+4	1500 yen	After School	Until Evening	Only on odd-numbered months.
Summer Film Festival	+4	-	Aug 22, 23, 30	Half Day	Also improves S.Links for various Arcana.
Exam Result	+1	-	Automatic	-	Gained if you scored just above average.
Exam Result	+2	-	Automatic	-	Gained if you scored well above average.
Exam Result	+3	-	Automatic	-	Gained if you scored within the top 10.
Exam Result	+4	-	Automatic	-	Gained if you are the top of the class.

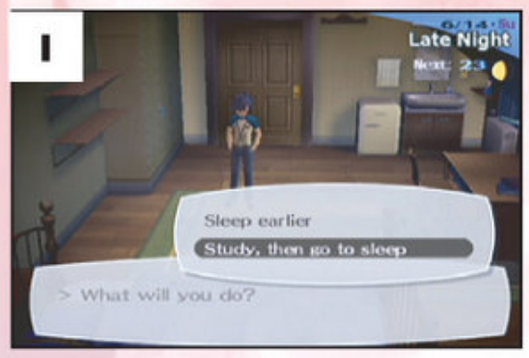
NIGHTTIME: AFTER HOURS

After Hours

A few weeks into the game, you'll be allowed to explore the city at night. There's not a lot to see or do, at least at first, but the option is there.

Places of Interest

(I) If you opt to hang out anywhere until midnight, such as Mandragora, you'll automatically return to your bedroom at the dormitory. Once there, you can opt to study before you go to bed or simply go to bed. Studying first may increase your Academics, but may also make you Tired or Sick, whereas going straight to bed is the best idea if your current Status is anything besides Good or Great.



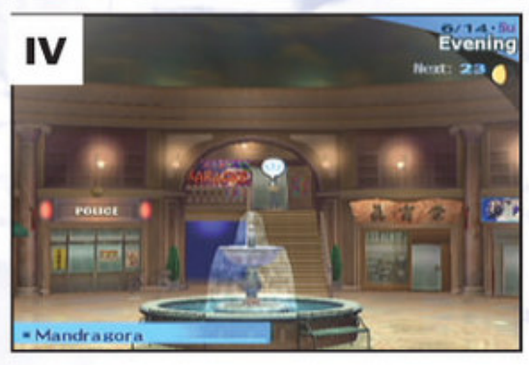
Dormitory

(II) At night, you can talk to the other students in the SEES for gameplay tips. They're usually hanging around on the first floor somewhere. You can also save your game by using the book on the desk near the dorm's front door, or improve your condition by using the restroom. To check your party's status or equipment, or opt to go out to Tartarus, talk to Mitsuru.

Paulownia Mall

At night, most of the businesses in the mall are understandably closed, and Officer Kurosawa is out on patrol. The Chagall Cafe is still open, however, and you can still visit the Velvet Room (see page 24) by entering the blue-lit doorway below Mandragora. Thus, if you're low on the items you'll need for a Tartarus run, your best option is to wait until the next day and do your shopping then.

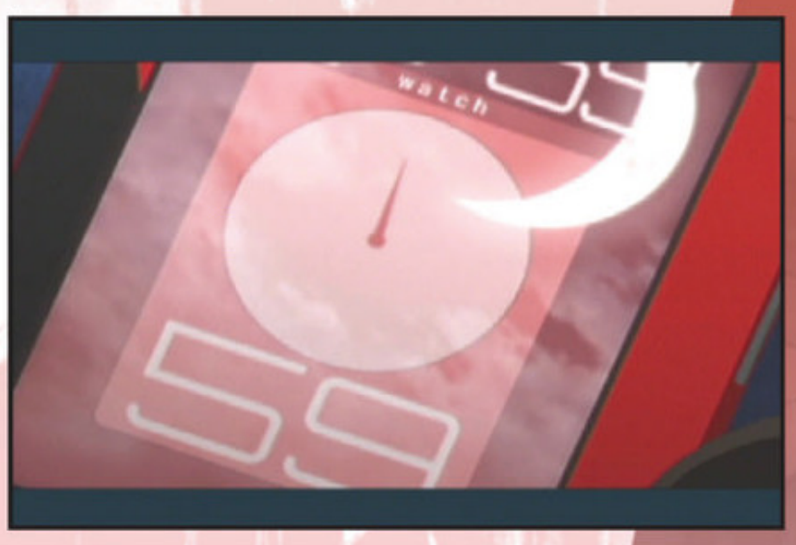
(III) Club Escapade is open at night, allowing you to go on in and put your weight on it. Be sure to chat up the girl at the bar for a little amateur fortune-telling.
(IV) You can also hang out at the Chagall Café or the Mandragora karaoke bar. As with other places you can go to hang out, going to the cafe or to Mandragora will automatically advance you to the next stage of the day. After hanging out for a while, your character will automatically go back to his room.



TARTARUS: THE DARK HOUR

The Dark Hour

There is a twenty-fifth hour of the day, located between 12:00 AM and 12:01 AM. This is what the SEES calls, aptly enough, the Dark Hour.



During the Dark Hour, most people fall asleep, turning into coffins wherever they lie, and Shadows appear from the depths of Tartarus to stalk the streets. The exceptions are Persona-wielders and other special individuals, who are allowed to remain awake and contend with the Shadows. This does not often work out well for them.

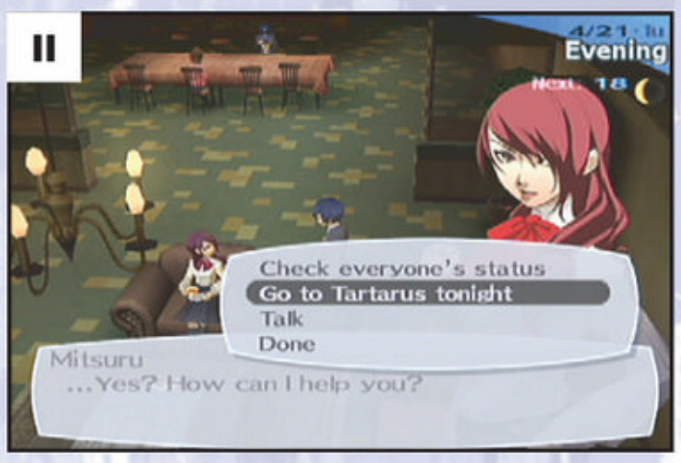
(I) For this hour outside time, Gekkoukan High is replaced with the entrance to an ever-changing dungeon called Tartarus. It's never the same from night to night, it's hundreds of floors high, and it's always teeming with Shadows.

The SEES believes that the secrets of the Dark Hour are located somewhere within Tartarus. Your squad's job, then, is to explore Tartarus, and find out whether or not that's actually the case.

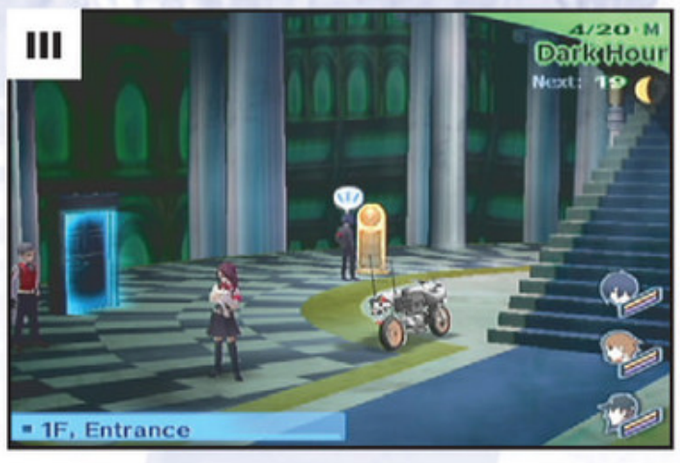
Heading Into Tartarus

If you're planning on making a trip to Tartarus on the current day, make sure to stop by the mall and stock up on items first. Once you return to your dorm, the police box closes up for the night.

(II) To go to Tartarus, talk to Mitsuru during the evening. She'll get the gang together and bring you over to the dungeon's entrance.



(III) Here, you can talk to your party members to adjust their equipment or remove them from your group. Use the clock to save your game. Naturally, the blue doorway will take you to the Velvet Room (see page 24).



(IV) The golden apparatus to the right, behind Junpei, is a Terminal Point. This is an elevator platform of sorts, which is activated whenever you find a Terminal Point on another floor within the dungeon. These will allow you to leave the dungeon in a hurry, or return to the point where you left off last time.

Be aware of the difference between Access Points and Terminal Points. Terminal Points are found on the same floor as Tartarus Guardians, and can take you to any other Terminal within the dungeon. By contrast, Access Points are found on floors between bosses, and will only take you back to the entrance.

In The Field

(V) When you enter Tartarus, your party members will follow along behind you. You can get them to use abilities, such as healing skills, or check their statuses by turning around and talking to them.

(VI) You encounter most monsters in Tartarus as wandering mobs in the dungeon's hallways. When they become aware of you, they'll give chase. If they make contact with your main character, a fight will start. Fortunately, if they touch your other party members, they cannot provoke combat.

(VII) You can opt to avoid enemies entirely by outrunning them, or try to hit them with your sword by pressing the X button. Hitting an enemy that's aware of your presence will start the fight on even terms, while sneaking up on an enemy and hitting them before they notice you're there will give you the initiative. Conversely, however, if an enemy hits you from behind, you'll lose the first turn of combat.

Battle Rewards

Defeating a group of enemies is worth experience points, and they'll sometimes drop consumable items as well.

(VIII) After random encounters, you may also have the option to play a card-based mini-game, which is similar to three-card Monte. Press X to shuffle the cards onscreen, and then pick one to receive the benefit attached to it. If the card you pick bears the image of a Persona, you'll receive it; however, if you're already carrying all the Personas you can or you already have that Persona available, you get nothing.
Alternatively, if you pick a card that bears the image of one of the items in the Minor Arcana, such as Wands or Coins, you'll receive one of the following bonuses:

VIII

(IX) Wands: These are worth extra Experience, and on rare occasions, increase the stats of an equipped Persona. The higher the rank, the bigger the bonus.

IX

(X) Coins: Grant you extra money. The higher the rank, the bigger the amount.

X

(XI) Cups: Restore your HP. These may restore just your character's HP or your party's HP. The higher the rank, the greater the amount restored.

XI

(XII) Swords: Reward you with a random weapon. The higher the rank, the stronger the weapon.

In addition to Persona cards and Minor Arcana cards, you'll also come across the following:

Cursed Cards: Sometimes a card will have a blackened Skull & Crossbones shadow on it. If you pick this card, then the optional boss "The Reaper" will make an appearance on this floor and track you down. Get to the exit fast if you choose this card, as he's a Shadow you don't want to mess with.

XII

Double Up: On rare occasions, after picking a card, you'll be asked to "Double Up." In this situation you'll get a set of cards that are all Personas, and one "Void Card." If you pick the Void Card then you will walk away without earning anything in the card game. You can also Double Up a consecutive number of times as well. With each consecutive double up, an extra Void Card will be added to increase the difficulty.

Last Chance: On very rare occasions when picking a Void Card, you'll get a Last Chance. In this instance you'll either get another crack at the Double Up, or a random Persona Card will be chosen.

In order to get the card you want and avoid the bad news cards, pay attention to the different shuffle patterns offered:

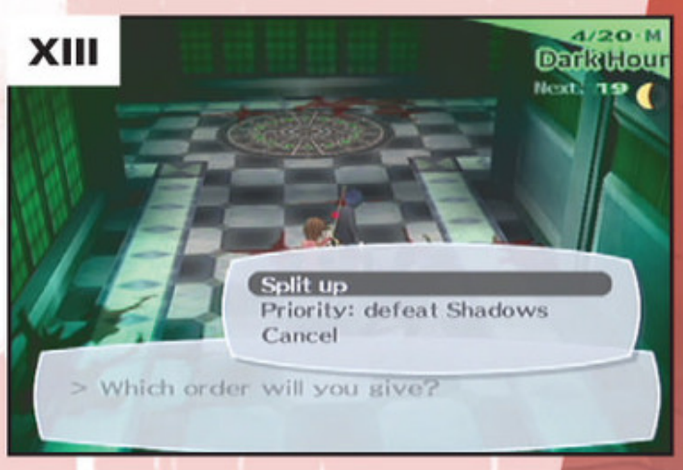
The Swap: A card will swap places with another card. At high speeds you should use the audio cue of the cards being swapped to assist in tracking the card's movement, as trying to track a fast flurry of cards on eyesight alone makes it more difficult to track the card.

The Pick-up: All five cards will be picked up and then rearranged off-screen before being placed back down. To track the card you want, take a note of when the card was picked up. If it was the 3rd card picked up, then it will be the card that's 3rd from the left when it's put back down. If it's the 2nd card to be picked up, it'll be the 2nd from the left when it's placed back down.

The Fold: A set number of cards will fold under a single card before spreading out again. To track the card you want, note which card it folded to, and remember where it was in relation to that card when the fold took place. It'll be in that same position when the cards are spread out again.

Divide and Conquer (Maybe)

(XIII) If you press the Square button, you can give the order for your allies to split up and search the floor individually.



(XIV) If you send them out on their own, they will divide up and map out the floor as efficiently and quickly as possible while picking up any treasures they find along the way. If they find an access point, they'll ask you if you want to return to the entrance the moment they find it. The same applies when they find the stairs on that floor, as they'll ask you if you want to move on to the next floor. In both those cases, if you decline, you will then have to find the stairs or access point yourself to continue on. Any treasures that your allies collect while doing this will automatically be given to you when you leave the floor.

You should also be aware of your characters' stats and HP, because while they're on their own, they'll encounter and fight Shadows. You will be notified if they have engaged a Shadow, and the outcome of the fight will be determined by the stats of the character compared to the levels of the enemies they're facing. You can also join in on the attack as you normally would by pressing the X button, but you will not get the first turn as you usually would. Your teammate or the enemies will go first instead. If you don't have a full team in such a fight, you can use the Tactical command "Support" to call your missing team members into the battle. It will take a few turns for them to appear, but generally it won't take more than a full round of combat. Characters can gain more experience by fighting monsters on their own, but they may also die trying. If a character is knocked unconscious, they'll be noted as a green dot on the mini-map, indicating that they need to be revived. If a character is still unconscious when you proceed to the next floor, then they'll be removed from your team for the rest of the night.

(XV) After you've split the party up, you can also issue the command for all your team member to return to your location by issuing the order to Regroup after pressing the Square again. Once the party has regrouped, they'll give you all the treasures they've found on that floor.

PERSONA SUMMONING

Personas: Voices In Your Head

The members of the Specialized Extracirricular Execution Squad get their powers from their Personas: embedded parts of their personality that can take on an external form. Personas, when they manifest, take the form of creatures of myth and legend, complete with powers and abilities far beyond an ordinary human's.

Each member of the SEES is equipped with an Evoker. These specialized pistols are harmless to other living things, but they allow the wielder of a Persona to subsume his or her own personality, allowing the Persona to emerge and fight on his or her behalf.

(I) In other words, your characters shoot themselves in the head with a fake gun to access their powers.

It's great fun at parties.

A character's Persona is effectively a hidden part of his or her own personality. Thus, the stronger the character's personality is, the stronger the Persona is.

I

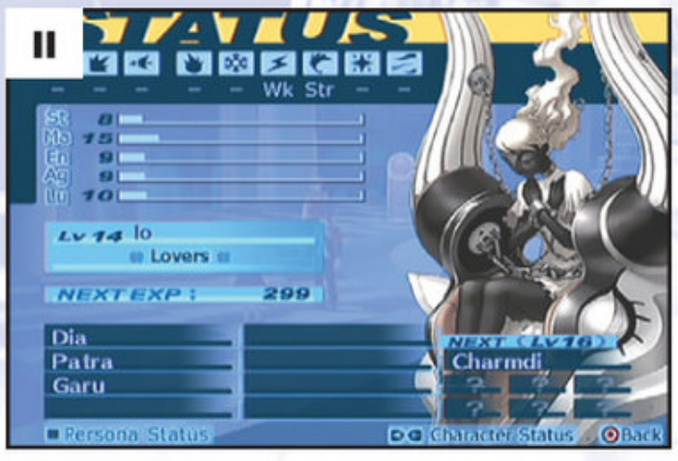
Each Persona is associated with one of the Major Arcana of the tarot, such as the Emperor, the Fool, the Hierophant, or the Lovers. This association determines several things, such as what happens to the Persona following fusion (see page 26) and what Social Links (see next page) you should focus on.

Experience Points

Your main character has an odd relationship with his Personas. When you acquire a Persona, it comes into the game at a set level. Whatever that level is, it's generally lower than yours.

(II) Conversely, for the other members of your party, there's no real difference between them and their Personas. They and their Personas are the same level, and when they level up, their Personas do.

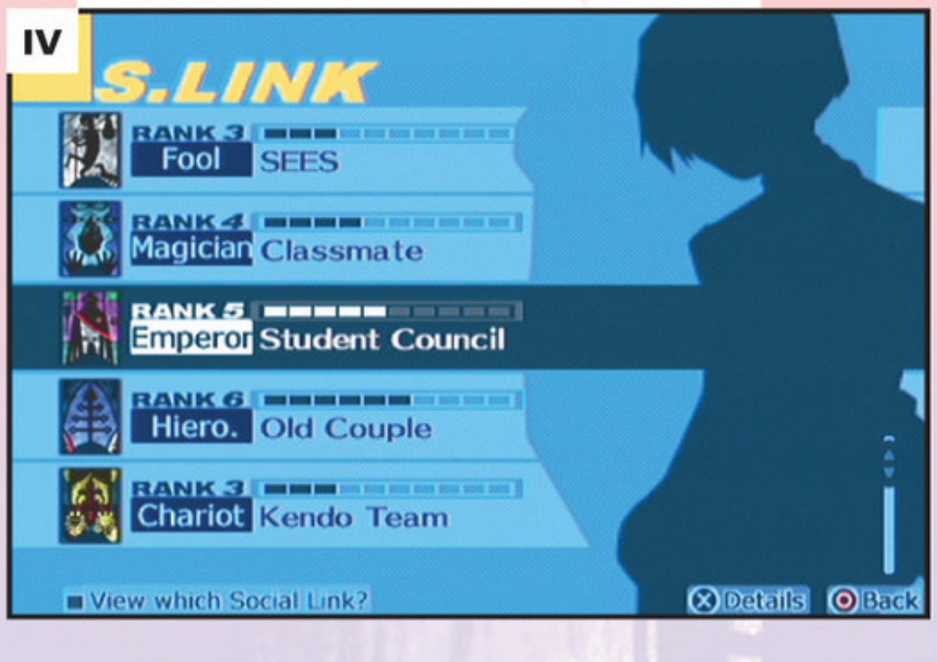
II



(III) Your Personas can level up, just as you do, but they acquire experience points separately from you. This is often a slow process, so your best bet for rapidly leveling up your Persona is to work on their Social Links, as follows.

III

IV

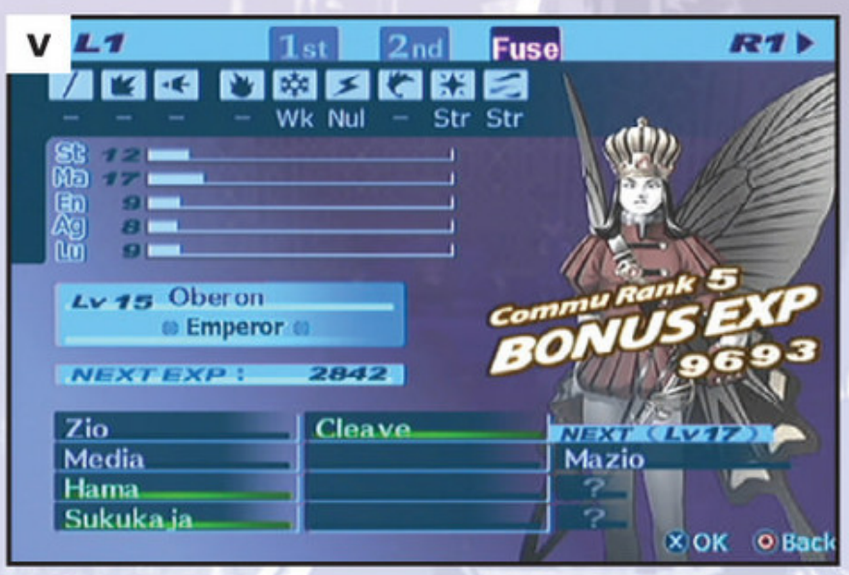


Social Links

(IV) Every person you associate with in *Persona 3*, whether they're aware of the Shadows or not, is affiliated with one of the Major Arcana. The stronger your relationship with that person, the stronger your Social Link is.

(V) When your Social Link with a given person improves, any Persona you have that share that person's Arcana will receive a startlingly large number of bonus experience points, which can easily allow them to level up outside of combat. As most Persona you can acquire will be a couple of levels below you, this is an easy and fast way to get them caught up. A high-level complimentary Social Link will give a Persona a substantial number of experience points the moment it enters play.

V



While a couple of Social Links improve on their own over the course of the game, most of them have to be gradually built up over the course of time. To level up a Social Link, simply spend time hanging out with the person whenever it's an option. For more specific advice concerning all the available Social Links in the game, turn to page 106.

Acquiring New Personas

(VI) There are two ways to get your hands on new Personas. The easiest way, and the one you'll be using the most often, is to win a new Persona in the card-based minigame that occasionally occurs after you win a battle. You can recruit an unlimited number of a given Persona through this method, but you can only have one of them at a time. While traveling in the dungeon, you can carry a limited stock of new Persona at any given time. It's six at the beginning of the game, and increases as you level up. It never increases above twelve in all, though.

VI

PERSONA STOCK LEVELING

Character Level	Persona Stock	Character Level	Persona Stock
0-9	6	20-29	10
10-19	8	30+	12

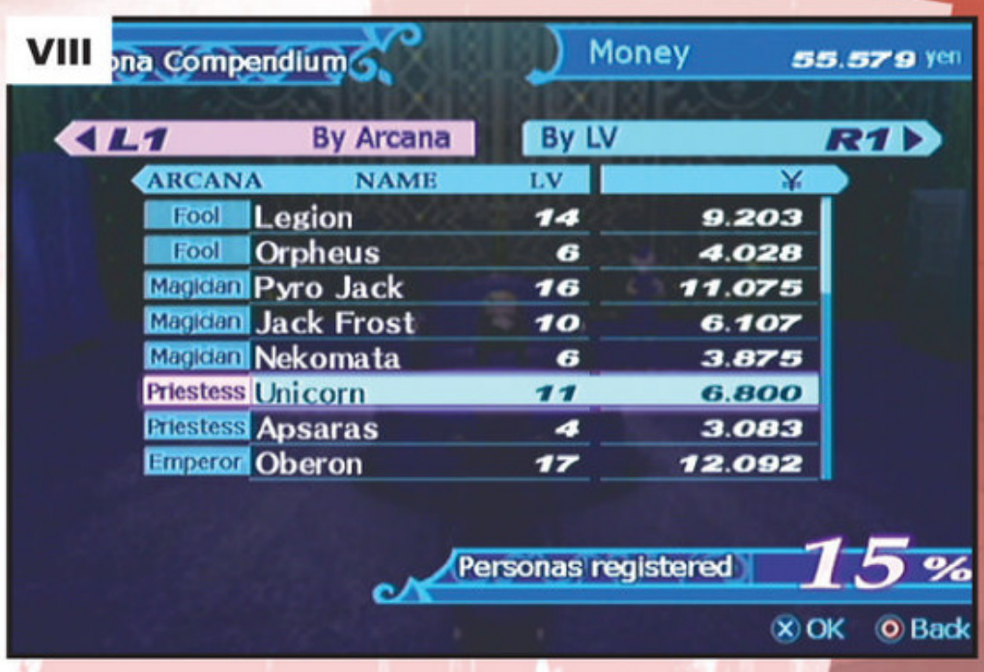
Your second option is to go to the Velvet Room (see page 24) and have Igor create a new Persona for you via fusion. This process means you're exchanging two or more Personas for one new one, but it's a good way to use Personas that aren't useful in combat anymore.

(VII) You can perform Normal and Triangle Spread Fusions from the start of the game. This is handy for tactical reasons, as the walkthrough will show you, as it lets you create a few Personas that you couldn't otherwise recruit.

VII

Select the 3rd card
Valid
Invalid
1st Hanged Inugami Lv 11
Salazar Lv 16
2nd Magician Pyro Jack Lv 16
ARCANA NAME LV RESULT
1 Hanged Inugami 11
2 Hiero. Berith 16 Devil Vetala 24
3 Magician Pyro Jack 16
4 Chariot Zouchouten 16 Emperor Take-Mikazuchi 24
5 Moon Gurr 16 Hanged Take-Minakata 21
6 Emperor Oberon 17 Tower Eligor 31
7 Hermit Yomotsu Shikome 10 Emperor Take-Mikazuchi 24
8 Justice Archangel 10 Devil Vetala 24
Status
OK
Back

(VIII) It may save you some time, however, if you wait until May 10th to really crack into the fusion system. At that point, the Persona Compendium becomes available, which allows you to save and resummon your Personas at will. This makes fusion a lot easier, since you don't have to keep going out and hunting down Personas to replace the ones you just destroyed.



THE VELVET ROOM

In the lobby of Tartarus or the back alley behind the mall, there's a door that no one else can see. When you go through it, to other people, even other Persona-wielders, it's as though you've disappeared.

(I) This is the Velvet Room, which may or may not exist outside of ordinary time and space. Maybe it only exists in your head; who knows? Here, you'll find Igor, a man who knows more than he's telling you about both you and Personas, and his lovely assistant Elizabeth.

I

Fusion

Through a tarot spread, Igor can fuse two or three Personas together to form a new one. This process destroys the Personas that are used as raw materials, but creates a brand-new Persona that you can begin using immediately.

(II) A Persona created through fusion will tend to be a higher level than the average of the levels of its precursors, due to the rules of Normal Fusion (see page 26). There's also a chance it will inherit its precursors' skills, based on the Persona's Inherit Type. A Persona with a physical Inherit Type will be more likely to acquire the physical skills that its parents possessed rather than the magic ones, and vice-versa. The number of skills the Persona inherits is also based on the number of skills its precursors possessed; the more skills the parents possessed, the more skills the resulting Persona will inherit.

II

Skill Inheritance Table:

Numbers are ratios of probability when compared to a single Inherit Type. If a skill type being transferred to a Persona that has a high ratio according to that Persona's Inherit Type, then the skill will almost certainly be transferred. Conversely a low ratio for that Inherit Type means the skill has a low chance of being transferred. A "0" means the skill of that type will never be transferred to a Persona with that Inherit Type.

Heart Item List:

Certain Personas have a possibility of holding an item within their heart. They will give you this item once they've learned all their skills. If they learn all their skills via the experience gained from an S.Link, then they will give you the item when they next level up in a battle.

PERSONA3

SKILL INHERITANCE

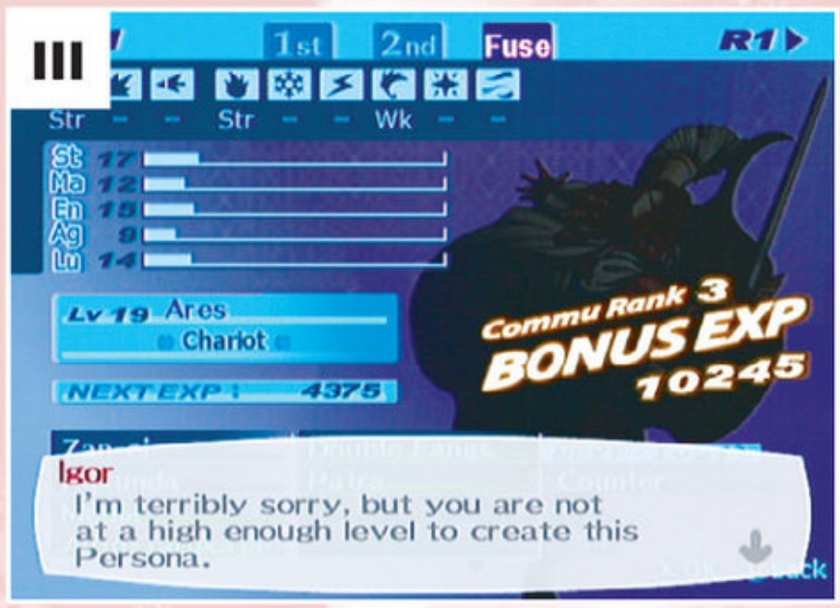
Skill Property	Inherit Type												
	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Light	Dark	Light & Dark	Recovery	Bad Status	All
Slash	119	15	15	3	3	3	3	0	3	0	0	0	15
Strike	15	119	15	3	3	3	3	0	3	0	0	0	15
Pierce	15	15	119	3	3	3	3	0	3	0	0	0	15
Fire	0	0	0	119	0	0	0	3	3	3	15	3	15
Ice	0	0	0	0	119	0	0	3	3	3	15	3	15
Electricity	0	0	0	0	0	119	0	3	3	3	15	3	15
Wind	0	0	0	0	0	0	119	3	3	3	15	3	15
Light	0	0	0	15	15	15	15	119	0	57	3	0	15
Dark	0	0	0	15	15	15	15	0	119	57	3	0	15
Recovery	0	0	0	15	15	15	15	15	0	3	119	0	15
Enhance	0	0	0	15	15	15	15	15	0	3	57	15	15
Special	15	15	15	15	15	15	15	15	3	15	15	15	15
Almighty	3	3	3	3	3	3	3	3	3	3	15	3	15
Fear	0	0	0	15	15	15	15	0	15	3	3	57	15
Panic	0	0	0	15	15	15	15	0	15	3	3	57	15
Distress	0	0	0	15	15	15	15	0	15	3	3	57	15
Poison	0	0	0	15	15	15	15	0	15	3	3	57	15
Charm	0	0	0	15	15	15	15	0	15	3	3	57	15
Rage	0	0	0	15	15	15	15	0	15	3	3	57	15

HEART ITEM LIST

Persona	Item	Persona	Item	Persona	Item
Legion	Unbreakable Cage	Thor	Lightning Gloves	Chernobog	Black God's Rock
Jack Frost	Frost Cap	Melchizedek	Radiant Halo	Jatayu	Storm Ring
Pyro Jack	Indigo Cape	Fortuna	Ring of Serenity	Metatron	Book of Enoch
Surt	Blazing Flame	Titan	Spirit Bracers	Vishnu	Chakra Ring
Unicorn	Alicorn	Take-Minakata	Lightning Armlet	Messiah*	Armor of Light (19.8%)
Gabriel	Frozen Stone	Thanatos	Ring of Darkness		Aura Dog Suit (19.8%)
Alilat	Divine Pillar	Abaddon	Tome of the Void		Aigis Armor v.0 (19.8%)
Take-Mikazuchi	Lightning Armlet	Seiten Taisei	Mystic Rock		Shoes of Light (19.8%)
Odin	Draupnir	Masakado	Masakado's Hair		Aigis Legs v.0 (19.8%)
Flauros	Staunch Anklets	Shiva	Rudra Ring		Omnipotent Orb (1%)
Kohryu	Kohryu's Scale	Chi You	Barbaric Bracers		
Narcissus	Narcissus Flower	Yamatano-Orochi	Serpent's Eye		

*Messiah can only produce 1 item per Heart at the indicated percentages.

(III) Note that you cannot create a Persona of a higher level than your main character. If you attempt to do so, the Persona's image will be blacked out on its status screen, and Igor will refuse to create it.



Normal Spread

This allows you to fuse two Personas together to create a third. To find out what Persona will be created, consult the combination chart on page 28 to determine the Persona's Arcana. Then, find the average level of the two Persona you're combining together. The Persona you'll create will be the Persona of that Arcana one step up from the average level you determined.

(IV) As an example, we'll combine Oberon with Sati. Oberon is an Emperor, and Sati is a Magician. Combining an Emperor and a Magician in a Normal Spread will result in a Persona of the Temperance Arcana. Oberon's starting level is 15, while Sati's is 20. The average of their two levels is 17.5. So now, we'll know that the result will be the first Temperance Persona that has a starting level higher than 17.5, which is Mithra who has a starting level of 22.

Triangle Spread

A Triangle Spread lets you fuse three Personas together to create a fourth. Triangle Spread fusions are costly, but also allow you to create Personas of the Fool, Tower, Sun, and Judgement Arcanas, which you couldn't acquire any other way.

The method to determine the result of a Triangle Spread is a bit more complex than a Normal Spread. First, you need to determine which Personas will be the first, second, and third Personas in the spread. The order of Personas is determined by their current level, with the lowest-level Persona as the first Persona, and the highest-level Persona as the third. The next step is to find out what Arcana the resulting Persona will belong to. To determine this, you must first combine the Arcanas of the first and second Personas as you would in a Normal Spread, and then combine the result of that with the third Persona.

(V) For example, we have a Priestess (First Persona), a Chariot (Second Persona), and an Empress (Third Persona). Combining the first and second Personas using the Normal Spread combination table results in a Magician. We can then look at the Triangle Spread combination table and see that a Magician and an Empress (our third Persona) will create a Hanged Man, our final result.

The level of the Persona is also determined in the same fashion as with a Normal Spread. Average the levels of all three Personas together, and your result will be the Persona of the determined Arcana that is the next highest level up.

Be aware that Triangle Fusions can result in certain impossible Arcana translations, so be sure to consult the fusion chart and always bear in mind the current levels of your Persona when you're going to fuse them. In Triangle Fusion, levels determine not only the rank of the resultant Persona, but the order of the Arcana match-ups. As a result, these levels can spell a major difference between a rare fusion or a wastefully ordinary one.

FUSIONLEGEND

Normal Spread	Triangle Spread	Fusion Result	Exclusive to Triangle Spread	Can't Fuse

FUSION TABLE

Thrid Arcana

First Arcana

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit	Fortune
Fool	Fool	Emperor	Magician	Fortune	Lovers	Hermit	Temperance	Devil	Chariot	Priestess	Justice
Magician	Magician	Devil	Hanged Man	Lovers	Hermit	Devil	Moon	Fool	Hanged Man	Emperor	
Priestess	Priestess	Lovers	Hierophant	Chariot	Hermit	Emperor	Hierophant	Fool	Magician		
Empress	Empress	Fool	Priestess	Fortune	Devil	Emperor	Lovers	Strength			
Emperor	Emperor	Chariot	Strength	Justice	Chariot	Lovers	Sun				
Hierophant	Hierophant	Temperance	Sun	Magician	Chariot	Emperor					
Lovers	Lovers	Strength	Hanged Man	Hierophant	Fool						
Chariot	Chariot	Magician	Hermit	Justice							
Justice	Justice	Strength	Chariot								
Hermit	Hermit	Chariot									
Fortune	Fortune										
Strength	Strength	Hermit	Chariot	Hanged Man	Priestess	Hierophant	Justice	Temperance	Fortune		
Hanged Man	Hanged Man	Strength	Chariot	Hermit	Lovers	Hermit	Fortune	Priestess	Fortune		
Death	Death	Emperor	Devil	Moon	Empress	Devil	X	Moon	X		
Temperance	Temperance	Empress	Lovers	Hanged Man	Strength	Priestess	Death	Moon	Hanged Man		
Devil	Devil	X	Lovers	X	X	Magician	Hanged Man	X	Death		
Tower	Tower	X	Chariot	X	Temperance	Star	Moon	Star	X		
Star	Star	Justice	Temperance	Justice	Priestess	Hierophant	X	Emperor	Chariot		
Moon	Moon	Star	Lovers	X	Temperance	Empress	Fortune	X	Magician		
Sun	Sun	Star	Lovers	Empress	Temperance	Hierophant	X	Emperor	X		
Judgement	Judgement	Empress	X	Hierophant	Lovers	X	X	Hermit	X		

Second Arcana

Thrid Arcana (cont.)

	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement	
	Hanged Man	Magician	Strength	Hierophant	Justice	Moon	Priestess	Fortune	Empress	Star	Fool
	Star	Devil	Tower	Death	Temperance	Empress	Empress	Fortune	Lovers	Tower	Magician
	Chariot	Strength	Emperor	Empress	Tower	Death	Justice	Star	Star	Justice	Priestess
	Chariot	Chariot	Devil	Lovers	Magician	Chariot	Temperance	Lovers	Lovers	Devil	Empress
	Hanged Man	Temperance	Moon	Hanged Man	Tower	Death	Hermit	Tower	Empress	Hierophant	Emperor
	Emperor	Fortune	Empress	Strength	Fool	Temperance	Priestess	Temperance	Temperance	Lovers	Hierophant
	Hierophant	Hermit	Devil	Priestess	Death	Star	Hierophant	Empress	Hierophant	Sun	Lovers
	Justice	Fortune	Fool	Death	Star	Moon	Sun	Fortune	Justice	Tower	Chariot
	Temperance	Priestess	Moon	Moon	Tower	Sun	Emperor	Tower	Emperor	Hermit	Justice
	Fortune	Fortune	Tower	Hanged Man	Death	Death	Chariot	Magician	Star	Tower	Hermit
	Sun	Strength	Judgement	Lovers	Hermit	Moon	Moon	Chariot	Temperance	Star	Fortune
	Strength	Fortune	Hanged Man	Moon	Empress	Judgement	Priestess	Hanged Man	Priestess	Hanged Man	Strength
		Hanged Man	Devil	Hierophant	Death	Death	Strength	Empress	Judgement	Tower	Hanged Man
			Death	Tower	Judgement	Sun	Tower	Star	Moon	Devil	Death
				Temperance	Moon	Devil	Moon	Empress	Judgement	Moon	Temperance
	Fortune				Devil	Judgement	Magician	Judgement	Death	Moon	Devil
	X	Strength				Tower	Judgement	Fortune	Moon	Sun	Tower
	Strength	Hermit	Hanged Man				Star	Sun	Justice	Temperance	Star
	X	Hanged Man	Devil	Death				Moon	Temperance	Priestess	Moon
	Lovers	Moon	Hierophant	X	Temperance				Sun	Star	Sun
	Moon	Fortune	Moon	X	Death	Devil				Judgement	Judgement
	Moon	Devil	Death	X	Devil	X	Tower				
	Moon	Priestess	Strength	X	Moon	X	X	Star			
	Chariot	Hanged Man	Empress	Star	Empress	X	Fortune	Death	Moon		
	Temperance	Priestess	X	X	Star	X	X	Justice	Temperance	Sun	
	X	Hanged Man	X	X	Moon	X	X	Temperance	X	Star	Judgement
	Fortune	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement

Normal Spread Result

Second Arcana (cont.)

SPECIAL FUSIONS TABLE

FUSION RESTRICTIONS

Persona	Restriction	Personas Required to Create
Black Frost	-	Cross Spread: King Frost, Jack Frost, Pyro Jack, Queen Mab
Daisoujou	-	Pentagon Spread: Mithra, Ara Mitama, Saki Mitama, Kusi Mitama, Nigi Mitama
Alice	-	Cross Spread: Lilim, Pixie, Nata Taishi, Narcissus
Girimehkala	-	Cross Spread: Gurr, Rangda, Vetala, Taraka
Shiva	-	Normal Spread: Barong, Rangda
Metatron	-	Cross Spread: Gabriel, Raphael, Uriel, Michael
Pale Rider	Complete Request #8	-
King Frost	Complete Request #24	-
Nata Taishi	Complete Request #29	-
Nebiros	Complete Request #42	-
Lilith	Complete Request #48	Cross Spread: Lilim, Vetala, Incubus, Succubus
Masakado	Complete Request #52	Cross Spread: Bishamonten, Jikokuten, Zouchouten, Koumokuten
Susano-o	Max Fool S.Link	Hexagon Spread: Orpheus, Legion, Ose, Black Frost, Decarabia, Loki
Surt	Max Magician S.Link	-
Scathach	Max Priestess S.Link	-
Alilat	Max Empress S.Link	-
Odin	Max Emperor S.Link	-
Kohryu	Max Hierophant S.Link	Cross Spread: Genbu, Seiryuu, Suzaku, Byakko
Cybele	Max Lovers S.Link	-
Thor	Max Chariot S.Link	-
Melchizedek	Max Justice S.Link	-
Arahabaki	Max Hermit S.Link	Cross Spread: Okuninushi, Omoikane, Take-Minakata, Kikuri-Hime
Norn	Max Fortune S.Link	Triangle Spread: Clotho, Lachesis, Atropos
Siegfried	Max Strength S.Link	-
Attis	Max Hanged Man S.Link	Pentagon Spread: Inugami, Take-Minakata, Orhtrus, Vasuki, Ubelluris
Thanatos	Max Death S.Link	Pentagon Spread: Loa, Pale Rider, Samael, Mot, Alice
Byakko	Max Temperance S.Link	-
Beelzebub	Max Devil S.Link	Hexagon Spread: Lilim, Vetala, Incubus, Succubus, Lilith, Abaddon
Chi You	Max Tower S.Link	-
Lucifer	Max Star S.Link	-
Sandalphon	Max Moon S.Link	Pentagon Spread: Garuda, Suzaku, Yatagarasu, Gurr, Horus
Asura	Max Sun S.Link	Hexagon Spread: Yatagarasu, Quetzalcoatl, Jatayu, Horus, Metatron, Vishnu
Messiah	Max Judgement S.Link	Normal Spread: Orpheus, Thanatos

Same-Arcana Fusions

(VI) Fusing two Personas of the same Arcana results in a third Persona of the same Arcana. Unlike different Arcana fusions, though, Same Arcana fusion always results in a Persona that is significantly weaker than its parents, with a level that is at least a half of its parents' average level. In addition, the third Persona will always be different than either of its parents. If a Pixie is used in a Same Arcana fusion, the result will never be a Pixie.

VI

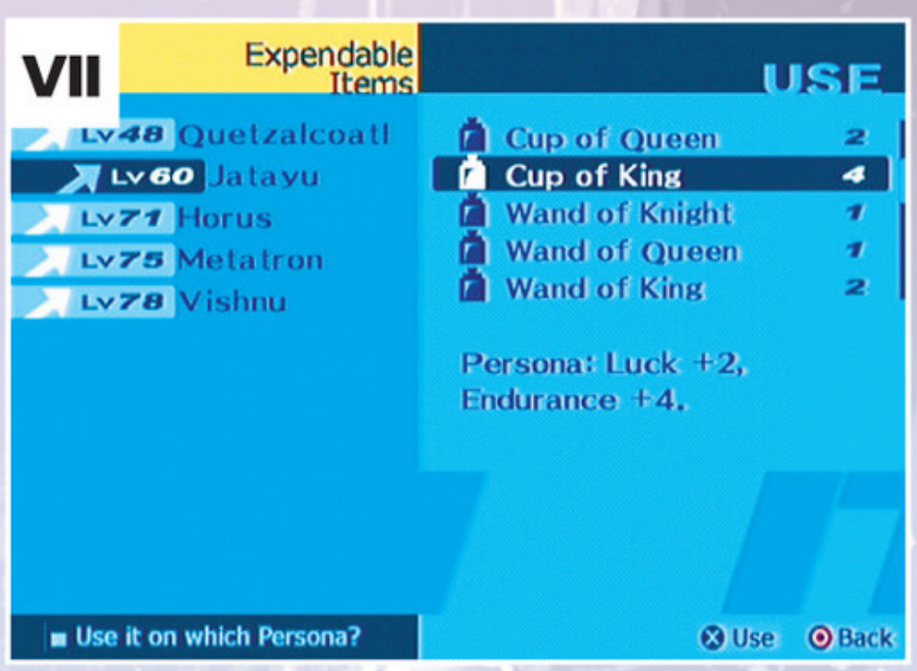
Fusion Accidents

In accordance with time-honored *Shin Megami Tensei* tradition, sometimes things will go hilariously wrong when you try to fuse Personas together. The result is unpredictable, and will often result in a Persona that is nowhere near what you wanted.

Incense Cards

(VII) If you find an Incense Card of the Minor Arcana, such as the Page, Knight, Queen, or King, you can use them to enhance your Personas' stats. This enhancement will persist through a fusion, allowing you to pass it down to "descendants" of the enhanced Persona. The bonuses from the Cards will be added directly to the basic stats of the newly-created Persona.

VII



Persona Compendium

By visiting the Velvet Room on May 10th, you can gain access to the Persona Compendium. This will allow you to enter your Personas into a book, allowing you to re-summon them at will in exchange for a fee. Naturally, this makes fusion much easier.

PERSONA3 STORY

CALENDAR APRIL 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	7 (p.33)	8 Quiz (p.34)	9 Lecture (p.34) - Full Moon	10	11
12	13	14	15	16	17 (p. 34)	18 Quiz/S.Link (p.35) - Last Half
19	20 (p.35)	21 (p.36)	22 S.Link (p.36)	23 S.Link (p.37)	24	25 Quiz/S.Link (p.37) - New Moon
26	27 Quiz/S.Link (p.38)	28	29 S.Link (p.39)	30 Lecture (p.39		

1 CONTACT

2 BASICS

3 STORY

4 QUESTS

5 DATA

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Kazushi	Kenji	Old Couple	Kenji	Kenji	Old Couple
	Old Couple	Kazushi	Hidetoshi	Kazushi	Kazushi	
	Hidetoshi	Old Couple		Old Couple	Old Couple	
					Hidetoshi	

Dark Hour Goals and Events

Date	Goal	Event
April 9th	Introduction to Persona	
April 18th	Mysterious Boy encounter	
April 20th	Introduction to Tartarus	
April 21st	Ascend to Thebel 3F, then return	
April 23rd	Ascend to Thebel 5F, then return	
April 25th	Ascend to Thebel 10F, then return	Tartarus Boss #1
April 27th	Ascend to Thebel 14F, then return	Tartarus Boss #2
April 30th	Ascend to Thebel 16F, then return	Tartarus Boss #3

Missed Days

Date	Event	Explanation
April 10th-17th	In the Hospital	Exhaustion

Free Days

April 19, 24, 26, 28

7th APR2009

Late Night

(I) After the introductory movies are finished, you'll be asked to give a name for your character.

I

Early Morning

When Yukari drops you off at the school's main hall, you're free to walk around the school a little. Your ultimate destination is the Faculty Office. To get there, head down the hallway to your left as you walk in. The Faculty Office is the first door on the left.

II

Evening

(II) Once you're able to control your character again you'll be allowed to explore the dorm a little more. There's a washroom near the lounge and vending machines on the second and third floors. Be sure to grab a Blue Bull from one of the machines and hang on to it. When you're done, return to your room and sleep for the night.

8th APR 2009

Afternoon

POP QUIZ!!

Junpei: "Psst! Who does she like?"
Answer: "Fuyuhiko Yoshimura"

Charm +2

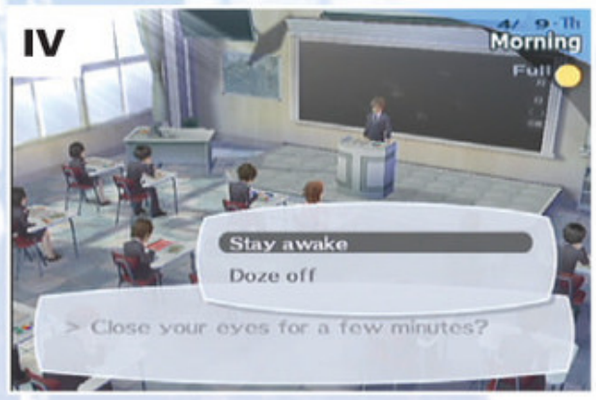
Evening

(III) The conversation with Shuji won't end until you give him the response "No, I'm good.

9th APR 2009 — Full Moon Event

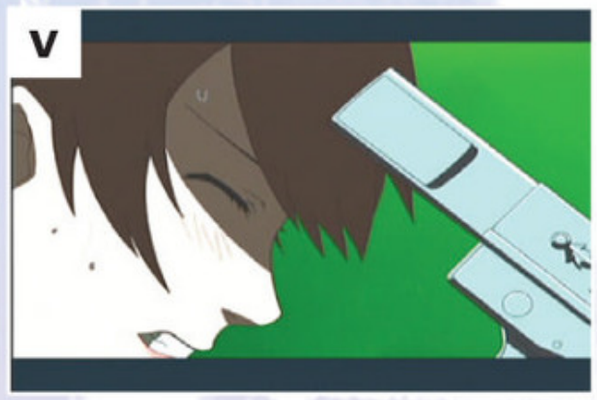
Morning

(IV) There's a lecture this morning. You'll gain two points to your Academics stat if you "Stay Awake" or a 75% chance to improve your condition if you "Doze off." Note that all further Lecture events are shown on calendars, and the choices you're given will always be the same.



Dark Hour

(V) You'll regain control of your character after it becomes clear that you can't escape through the dorm's back door. Make your way to the dorm's fourth floor for another series of events.



(VI) When you enter into the game's first battle, just use Orpheus's Bash skill to dispose of the Shadows easily.

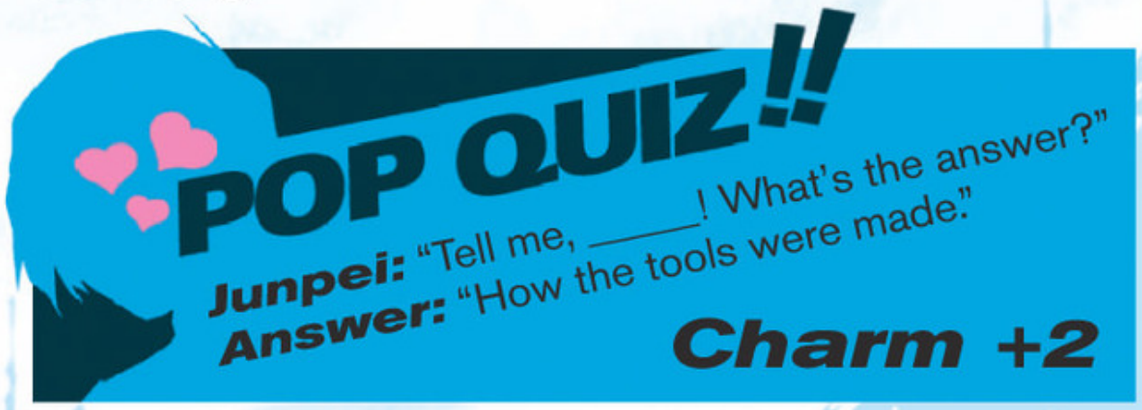
17th APR 2009

After School

When you wake up, Yukari will talk to you. This conversation doesn't influence anything. This is still a day off, since the day will end after your talk with her.

18th APR 2009

Morning



Evening

(VII) When you return to the dorm, head to the fourth floor. After joining SEES, you'll establish a S.Link for the Fool Arcana.

20th APR 2009

Dark Hour

(VIII) When you gain control of your character again, you should save the game by checking the golden clock to the left of the entrance.

(IX) Once you enter Tartarus, Mitsuru will give you tutorials on exploring and fighting battles. Follow her instructions and you should be fine. After the tutorials are finished and you return to the entrance, the S.Link for your Fool Arcana will increase to Rank 2.

(X) If you managed to obtain another Persona during the tutorial battles, then you should revisit the Velvet Room. You can now fuse the Personas in your possession. See the Velvet Room section on page 24 for more details. Head back to the dorm when you're done.

21st APR 2009

After School

(XI) As you leave the School, Akihiko will ask you to come by the Police Station in Paulownia Mall. When you arrive you'll be able to buy whatever weapons and armor you want. Note that you can only purchase stuff from the Police Station during the daytime, because Officer Kurosawa is out on patrol during Evenings.

From now on, this period of time is free for you to spend in various places around town. You'll mostly be using this time to improve your S.Link status. However, since you have no S.Links at the moment to improve, you should go to a place to improve your Academics, Charm, or Courage. After spending time After School, you'll return to the dorm in the Evening.

Evening

Upon your return to the dorm, you'll be allowed to go out at night. You can spend time at Paulownia Mall to increase either your Charm or Courage. From there, you have two options: you can return to your room, where you can sleep to improve your condition or study to increase your Academics, or you can go and explore Tartarus. For now, we advise you to explore Tartarus. After you leave Tartarus, the next day will start automatically. For now, we advise you to explore this tower a little.

Dark Hour

Venture up to the 3rd floor of Tartarus tonight, while getting into as many fights as you can. When your party starts to get tired, you should look for the access point and return to the dorm. This should leave you in good shape for your next trip.

22nd APR 2009

After School

(XII) Today you'll gain the S.Link for the Magician Arcana from Kenji. For further details on forging a stronger S.Link with him, please refer to page 108 of the S.Link section.

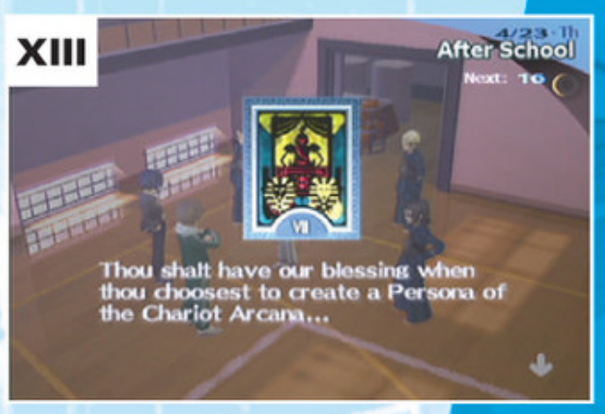
Late Night

Save and rest tonight instead of studying. You want to be in good condition to venture into Tartarus tomorrow.

23rd APR 2009

After School

(XIII) The Sports Club at school is accepting new members today, so head down the long stretch of hallways on the first floor to find it. There are three rooms here: one each for Track, Swimming, and Kendo. Which one you pick doesn't matter, since joining any club yields the same result: acquiring the S.Link for the Chariot Arcana. Refer to page 117 for more details about this S.Link.


XIII
4/23·Th
After School
Next: 10
Thou shalt have our blessing when thou choosest to create a Persona of the Chariot Arcana...

Dark Hour

(XIV) When you enter Tartarus tonight, make your way to the 5th floor. You'll get a warning from Mitsuru of a strong enemy on that floor, but your group is probably too tired to fight it right now. Instead, activate the device nearby and return to the entrance. Now that you've connected the device on the Tartarus floor with the one at the entrance, you'll be able to immediately return to the fifth floor the next time you visit Tartarus.

25th APR 2009

After School

(XV) Before going any further, you should head to Paulownia Mall for a shopping spree. Sell off your loot from the dungeon, and stock up on the best weapons and armor available. You need to make sure your characters are fully prepared for the big battle that's waiting for them tonight. Make sure you have *at least* one extra bow on hand.

You can form another S.Link today by visiting the Bookworms bookstore, located at the strip mall across the street from Iwatodai Station. You can obtain the Hierophant Arcana there. You don't need to do it right now, but this day is your first chance to get it. For details, see the S.Link information about it on page 114.

25th APR 2009

Evening

Use the washroom in the dorm for a chance to improve your condition to Great before going to Tartarus. There's a small chance one of your party may be sick on this day. If so, then just postpone your trip to Tartarus until everyone is well. Mitsuru can be found in the meeting room that's behind the double doors on the 4th floor.

Dark Hour

SEES BATTLE LOG

Floor: 5, Venus Eagle x3

Before you engage these birds, be sure to equip your main character with a bow. This lets you exploit the Venus Eagles' weakness to Piercing attacks. Knock them all down, then execute an All-Out Attack. It should take you no more than two turns to beat them if all goes well. Just keep an eye on Junpei's health, since he's weak against the Eagles' Wind attacks.

Continue your journey through Tartarus, until you reach the 10th floor. Your party is probably too tired to face the boss waiting for you there, so find the 10th floor's Terminal Point and exit.

27th APR 2009

Afternoon

POP QUIZ!!

Mr Miyahara: "What's 1+1?"
Answer: "2."

Charm +2

After School

(XVI) You can establish another S.Link today. To get it, you need to go the Faculty Office and ask Ms. Toriumi "About Student Council..." Then head to the Student Council Room that's across from Classroom 2-E. This earns you the Emperor Arcana.

XVI
4/27 M
After School
Next: 12
IV
Thou shalt have our blessing when thou choosest to create a Persona of the Emperor Arcana...

Dark Hour

SEES BATTLE LOG

Floor: 10, Dancing Hand x3

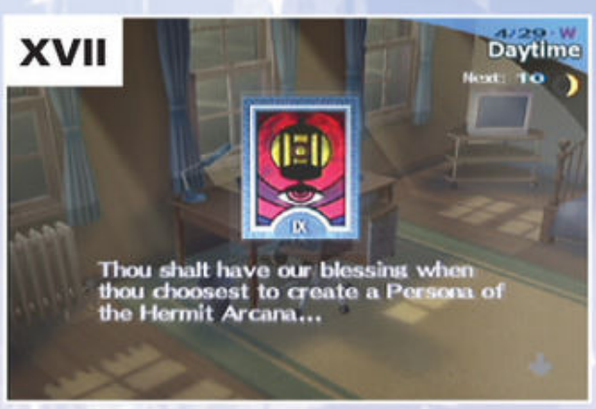
Be sure you have both Apsaras and Orpheus in your Persona list, so you can access the powerful Cadenza ability that heals the entire party. To use it, either Apsaras or Orpheus must be set as the main character's Persona. Of the two, Orpheus is the better choice. The Dancing Hands specialize in using magic skills of all four elemental properties, so expect your party's weaknesses to be hit frequently. The worst of these is Magaru, which hits everyone at once. Use Cadenza as necessary and wait for a good opening to attack. The Dancing Hands are weak against Strike attacks, so use Orpheus's Bash skill to trigger All-Out Attacks.

Keep climbing Tartarus until you reach the 14th floor. Once you find the 14th floor's device, exit the dungeon. You'll continue to use this pattern of fighting a boss, exploring until you reach the next boss, and then exiting the dungeon to rest throughout the rest of the game.

29th APR 2009

Daytime

(XVII) Today, you can either study or play an MMORPG by checking your desk. If you play the MMORPG, you gain the S.Link for the Hermit Arcana. To further increase it, check out the details on page 121.



30th APR 2009

Evening

You'll get a phone call from Elizabeth at the dorm telling you to go to the Velvet Room by using an entrance in Paulownia Mall. The entrance is located just to the right of the Police Station. From now on, you'll be able to accept a multitude of quests Elizabeth offers. See page 134 for more details.

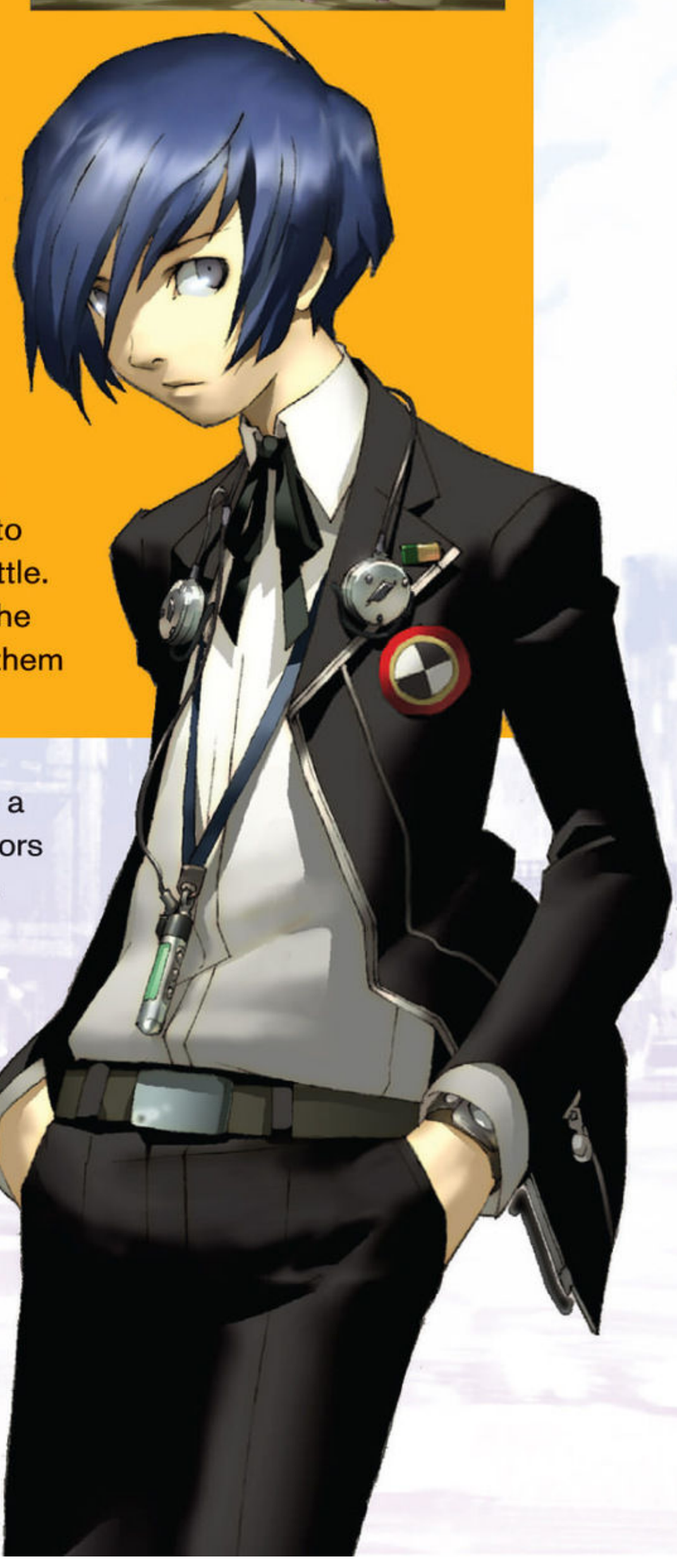
30th APR 2009

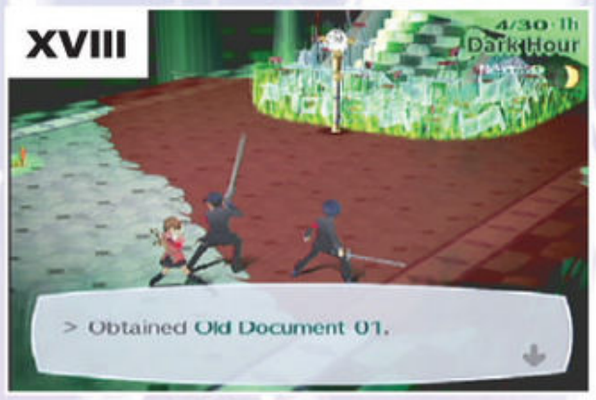
Dark Hour

SEES BATTLE LOG

Floor: 14, Rampage Drive

The Rampage Drive is more difficult than the bosses you've faced before. It has no weak point, so you can't spam All-Out Attacks. It's unaffected by physical attacks, so you'll have to rely on your elemental skills to deal damage. Worst of all, Rampage Drive's powerful Strike-type Assault Dive attack is capable of killing a character at full HP with a single blow. Before entering this battle, make sure you've set Ara Mitama as the protagonist's Persona. You can create it by fusing the Angel and the Pixie. Also make sure you have lots of Medicines and Revival Beads (5-10 each) for emergency healing. Beating the Rampage Drive is a pure battle of attrition. Ara Mitama resists Strike attacks, which makes it easier to keep your main character alive during the battle. Other characters in your party can damage the Rampage Drive while you focus on keeping them healthy and alive.





(XVIII) Head up a couple more floors and you'll reach the barricade. Be sure to pick up the Old Document on the 16th floor to complete one of Elizabeth's requests. If you're still in good condition upon returning to the entrance, use this opportunity to run around inside Tartarus to finish up any other outstanding quests.

PERSONAS

PERSONA3 STORY

CALENDAR MAY 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2 First Half
3 (p.43)	4	5	6 Quiz/S.Link (P.43	7	8	9 Full Moon (p.44)
10 (p.45)	11 Lecture (P.45)	12	13 Quiz (p.45)	14	15 Quiz (P.46)	16 Lecture
17 Last Half	18 Academics Exam (p.46)	19 Quiz Exam	20 Quiz Exam	21 Quiz Exam	22 Quiz Exam	23 Academics Exam (p.47)
24 New Moon	25 Exam Mark/ Lecture (p.47)	26	27 (p.47)	25 Lecture	26	30
31 First Half						

1 CONTACT
2 BASICS
3 STORY
4 QUESTS
5 DATA

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Hidetoshi	Kenji	Hidetoshi	Kenji	Kenji	Old Couple
Tanaka	Old Couple	Old Couple	Old Couple	Kazushi	Hidetoshi	Chihiro
Monk	Kazushi	Kazushi	Yuko	Old Couple	Old Couple	Yuko
	Maiko	Chihiro	Maiko	Chihiro	Kazushi	Maiko
	Tanaka	Maiko	Bebe	Maiko	Maiko	Tanaka
	Nozomi	Bebe	Nozomi	Monk	Bebe	Monk
		Tanaka		Nozomi	Monk	Nozomi
		Nozomi			Nozomi	

Dark Hour Goals and Events

Date	Goal	Event
May 2nd	Mysterious Boy encounter	
May 9th	Shadow Master hunt in the city	Arcana Boss #1
May 13th	Ascend to Arqa 25F, then return	
May 23rd	Ascend to Arqa 36F, then return	Tartarus Boss #4
May 27th	Ascend to Arqa 40F, then return	Tartarus Boss #5

Free Days

May 1, 3-5, 7-8, 10, 12, 14, 17, 24, 26, 29-31

Home Shopping Orders

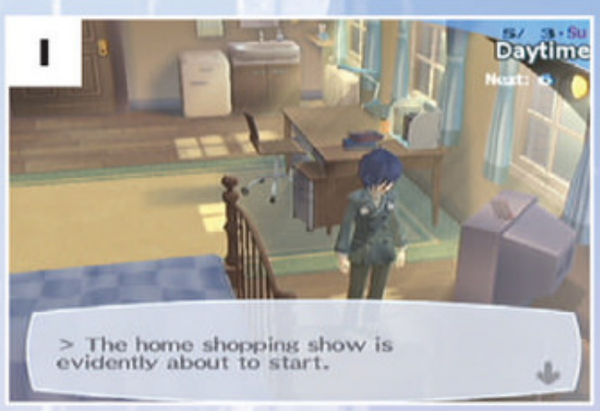
Date	Item	Price
May 3rd	Slash Ward x1, Sappy Jelly x1	2,980 yen
May 10th	Giga Power Band x1, Diet Food x1	2,980 yen
May 17th	All-purpose Katana x1, Diet Food x2	5,980 yen
May 24th	All-purpose Apron x1, Diet Food x2	5,980 yen
May 31st	Health Sandals x1, Diet Food x1	3,980 yen

3rd MAY2009

Daytime

(I) If you check your TV on certain Sundays, you may find a home shopping channel. You can buy one-of-a-kind items here. However, if you make plans to meet someone on Sunday morning, you miss out on the home shopping event. See the order details for the Home Shopping Event on every month's calendar to make your plans.

I



6th MAY2009

Morning

POP QUIZ!!

Ms. Ounishi: "Is soap, acidic, basic, or neutral?"
Answer: "Basic.."

Charm +2

After School

(II) You can get the S.Link for the Hanged Man Arcana today by visiting Naganaki Shrine. Talk to the girl by the play area to start a mini fetch quest. For further details, turn to page 125 in the S.Link session.

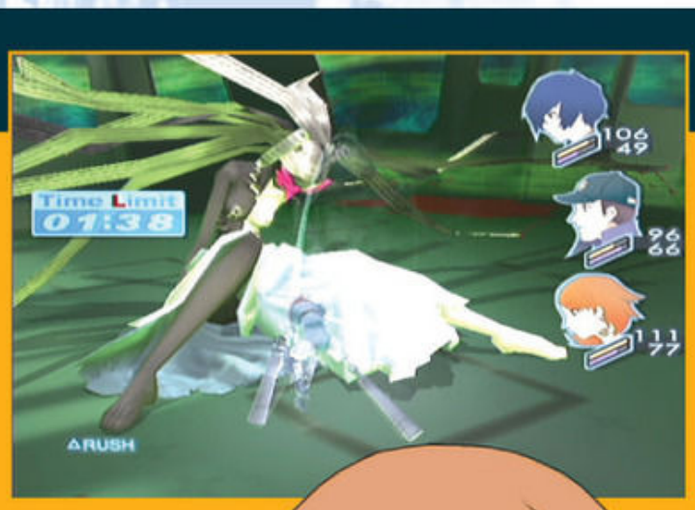
II

9th MAY2009

(III) Once you're on the Monorail Bridge, run ahead to the train in the distance and board it. You'll wind up trapped inside the train, so the only direction you can go is forward. Junpei will rush on ahead, leaving you and Yukari to fight off the Shadows in your way to meet up with him again. The Shadows here aren't tough, and can be defeated easily by Fire or Wind skills.

(IV) After catching up to Junpei you'll have eight minutes to reach the train's Shadow Master, and since the clock is ticking during battles you don't have a lot of time to waste. Defeat the Shadows in your way quickly. You need at least five minutes to spare when you reach the boss.

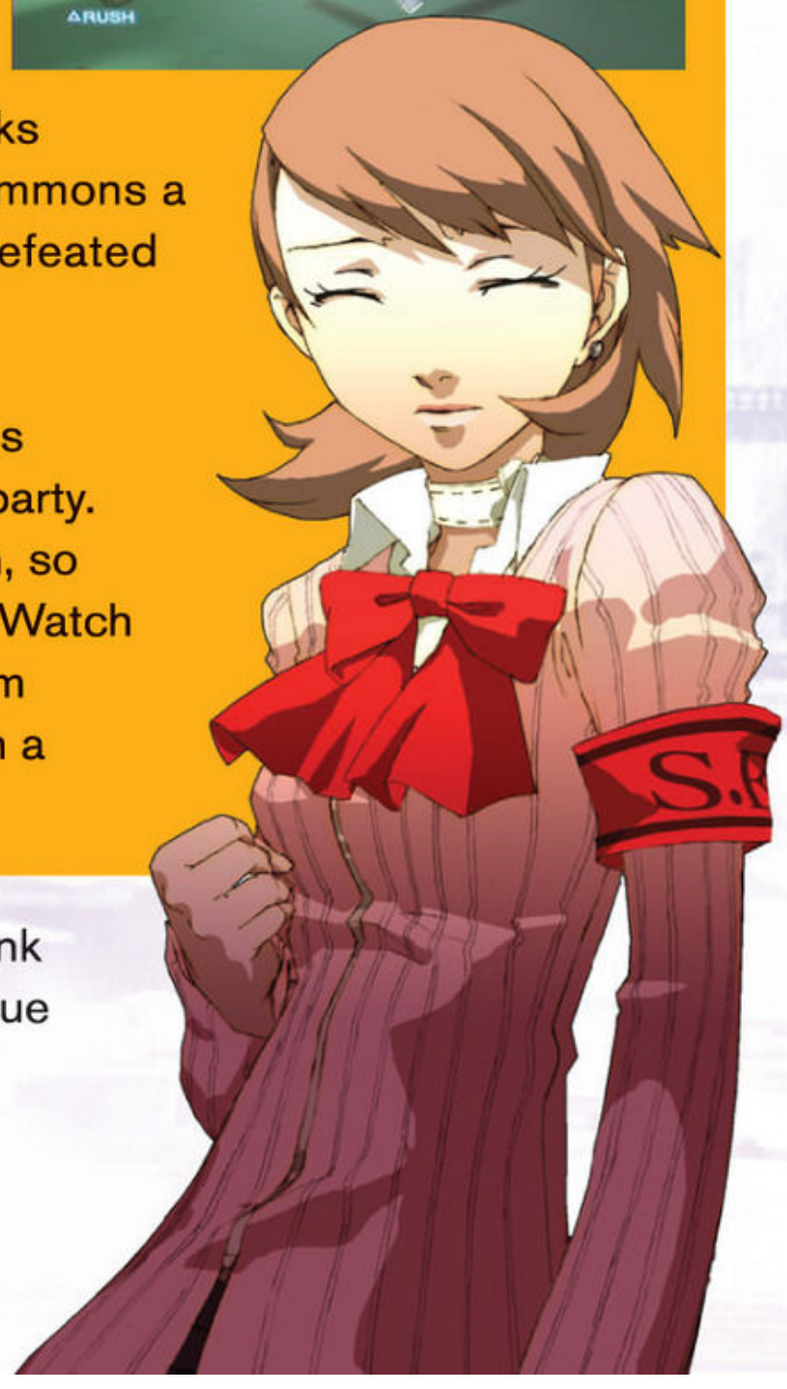
SEES BATTLE LOG



Monorail: Priestess

The only thing that makes the battle against the Priestess difficult is that she has a lot of HP, and you have a limited amount of time to deplete it. She doesn't have any weaknesses, so hit her with anything you can, except for ice-based attacks (which she repels). During the battle, she summons a couple of Shadows, but they can easily be defeated using Fire skills.

Go into the battle with the Apsaras or Orpheus Persona equipped, and the other one in your party. The Priestess tends to use Mabufu quite often, so use Cadenza to heal everyone and save time. Watch out if she afflicts someone with Panic or Charm status. Heal those conditions immediately with a Patra Gem or a Dis-Charm (respectively).



After the battle, your Fool S.Link goes up to Rank 3, and you gain the "Conserve SP" tactic to issue to your allies.

MONORAIL

ENCOUNTERS - PRIESTESS

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Event	Dancing Hand	Magician	?	?	?	-	-	-	Weak	-	-	-	-	-	-
Event	Heat Balance	Magician	?	?	?	-	-	-	Resist	Resist	Weak	Weak	-	-	-
Event	Laughing Table	Magician	?	?	?	-	-	-	Weak	-	-	-	-	-	-
Event	Spurious Book	Magician	?	?	?	-	-	-	Weak	-	-	-	-	-	-
Boss	Priestess	Priestess	10	300	?	-	-	-	-	Repel	-	-	-	Block	Block
Summon	Muttering Tiara	Priestess	7	100	?	-	-	-	Block	Weak	-	-	-	Block	Block
Summon	Muttering Tiara	Priestess	7	70	?	-	-	-	Block	Weak	-	-	-	Block	Block

10th MAY2009

Early Morning

The next morning, you'll receive a call from Elizabeth informing you that the barricade on Tartarus's 16th floor has been lowered.
If you visit the Velvet Room today, you'll gain access to the Persona Compendium. Now you can record any Persona into the Compendium, and summon it again later for a fee.

11th MAY2009

After School

You can't improve your S.Links with students going to Gekkoukan High until the 23rd, thanks to exams. Once exams are over on the 23rd, you can begin interacting with them again. You should also use this time to boost your Academics stat, since you have exams coming up, too.

13th MAY2009

Afternoon

POP QUIZ!!

Ms. Ounishi: "What was Einstein's famous theory? Quick!"
Answer: "General relativity theory."

Charm +2

13th MAY2009

Dark Hour

Before you start this trip, try to create an Archangel. Many enemies in this area are weak to its Hama skill. You can create one by doing a Normal Spread fusion of Ara Mitama and Pixie to create Forneus. Then combine Forneus with Apsaras, and you have Archangel.

(V) It may be worth your while to run away from encounters with two or more Wild Beasts, since at your current level even one Wild Beast can be a handful. Try to make your way up to the 25th floor on this trip, taking on as many Shadows as you can without getting killed.

15th MAY2009

Afternoon

POP QUIZ!!

Ms. Terauchi: "When used this way, what does "hanashite" mean?"
Answer: "Let me go!"

Charm +2

18th-23rd MID-TERM EXAMS

18th:

This Exam will be reflective of your Academics Rank. The higher the rank, the more likely you'll pass it.

19th:

Composition Q.5: "Which of the following was written by Fuyuhiko Yoshimura?"
Answer: Mangekyo

20th:

Physics Q.2: "Which of these is not related to the others?"
Answer: Chaos theory

21st:

Chemistry Q.2: "Based on its pH, soap is considered which of the following?"
Answer: Basic

22nd:

Japanese History Q.1: "What is the difference between the Paleolithic era and the Neolithic era?"
Answer: How the tools are made

23rd:

This is an Academics Exam. If you have a high enough Academics rank, you'll do well here.

Reward for the Top Mark:

Sword of Page x1, Cup of Page x1, Wand of Page x1, Coin of Page x1

23th MAY2009

Dark Hour

Akihiko will finally join your group. With him as your fourth character, you'll be in a signifcantly better position to take on the boss on the 25th floor.

SEES BATTLE LOG

Floor: 25, Crying Table x3

The Crying Tables will be a snap to defeat if you have a Persona that uses Ice skills and isn't weak against fire, like Yomotsu Shikome.

Be sure you have a large supply of Medicines on hand, and set Yukari's tactics to Heal/Support. Crying Tables like to barrage you with high-damage Agilao and Maragi spells.

Your destination for tonight should be the 36th floor.

25th MAY2009

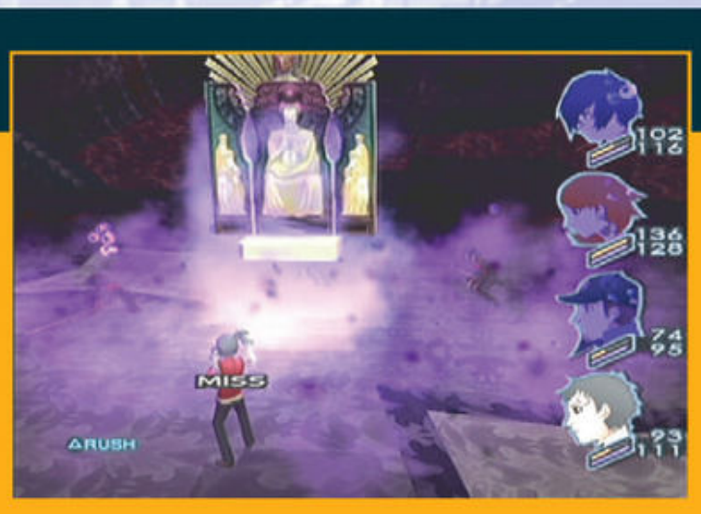
Lunchtime

The marks for the exams you took will be posted today. Depending upon your results, your Charm will increase. See page 13 for how the results affect your Charm.

27th MAY2009

Dark Hour

SEES BATTLE LOG



Floor: 36, Change Relic

This isn't a particularly difficult fight, just a long one. Be sure you have an ample supply of Dis-Poisons on hand (ten or more), as this boss loves to try and poison everyone with Poison Mist. Attack this statue with any attacks except Wind, which it blocks. Set Yukari's tactics to Heal/Support, since her incredible resistance to wind attacks means she's usually free to heal the others. If Magarula is too powerful for you to handle, use Tarunda on the Change Relic.

You're almost to the end of this section of Tartarus. Head to the 40th floor, grab the second Old Document and return to the entrance for now. If you need to finish off any of Elizabeth's requests, just remember that you have until the 7th of June to complete them.

PERSONA3 STORY

CALENDAR JUNE 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2 Lecture	3	4	5	6
7	8 Full Moon (p.49)	9 Antique Store Opens	10 Quiz/S.Link	11	12 S.Link (p.50)	13 (p.50)
14	15 Quiz (p.51)	16 Last Half	17 Quiz/S.Link (p.51)	18	19	20 Free Evening
21	22 Quiz (p.53)	23	24	25	26	27
28	29 Quiz (p.53)	30 First Half				

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	OldCouple	OldCouple	OldCouple	Fuuka	OldCouple
Monk	OldCouple	Kazushi	Yuko	Kazushi	Hidetoshi	Chihiro
	Kazushi	Chihiro	Keisuke	Chihiro	OldCouple	Yuko
	Maiko	Keisuke	Maiko	Keisuke	Kazushi	Maiko
	Tanaka	Maiko	Bebe	Maiko	Maiko	Tanaka
	Nozomi	Bebe	Nozomi	Monk	Bebe	Monk
		Tanaka		Nozomi	Monk	Nozomi
		Nozomi			Nozomi	

Dark Hour Goals and Events

Date	Goal	Event
June 1st, 30th	Mysterious Boy encounter	
June 8th	Regroup and find Fuuka in Tartarus	Arcana Boss #2
June 12th	Gain the Death arcana	
June 13th	Ascend to Arqa 47F, then return	
June 15th	Ascend to Arqa 59F, then return	Tartarus Boss #6
June 17th	Ascend to Arqa 64F, then return	Tartarus Boss #7

Free Days

June 3-7, 9, 11, 14, 16, 18-19, 21, 23-28, 30

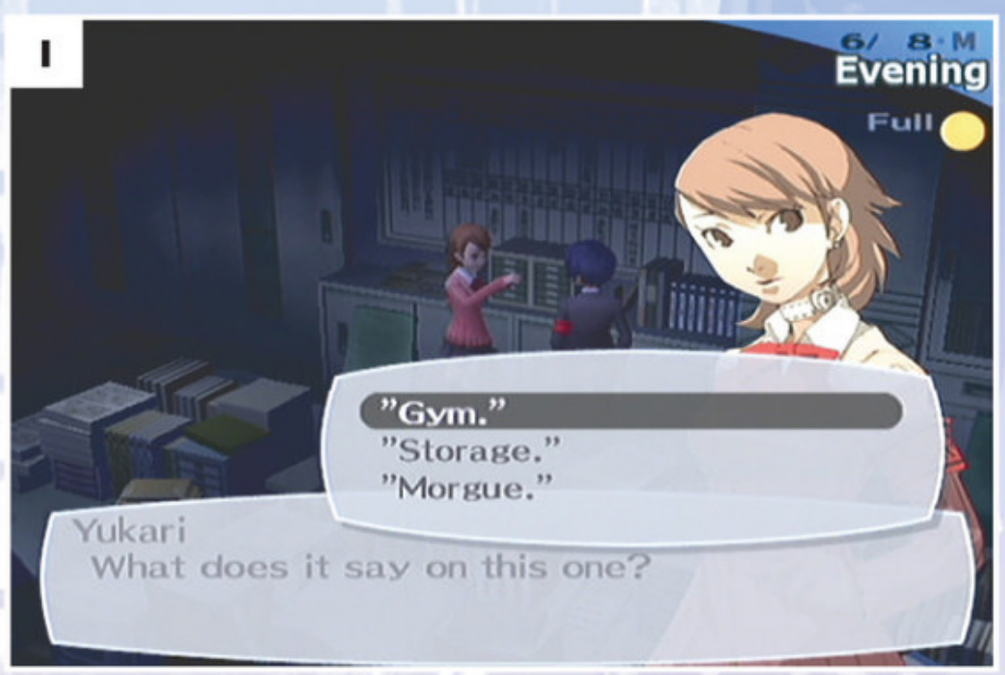
Home Shopping Orders

Date	Item	Price
June 7th	Perfume x1, Medicine x5	3,980 yen
June 14th	Brand Purse x1, Perfume x1	5,980 yen
June 21st	Land Badge x1, Sappy Jelly x10	24,800 yen
June 28th	Champion Gloves x1, Sappy Jelly x3	8,980 yen

8th JUN 2009 — Full Moon Event

Evening

(1) Navigating around the school in the dark can be pretty tough, since it can be rather hard to see where you're going. First, walk outside Classroom 2-F and go left down the hall. At the hall's end, turn right to go down the stairs to reach the first floor. After an event, head forwards toward the big pattern on the floor and turn right to find the hallway leading to the Faculty Office door. Once inside Yukari will ask you what key she's grabbed. Tell her it's the one for the "Gym."



Dark Hour

You'll start out on your own on a random floor in Tartarus. There are shadows lurking about, so try to run from them until you find staircases to take you up two floors. On the third floor you'll regroup with the others. After a long series of events, Fuuka will take the place of Mitsuru for this Full Moon Battle.

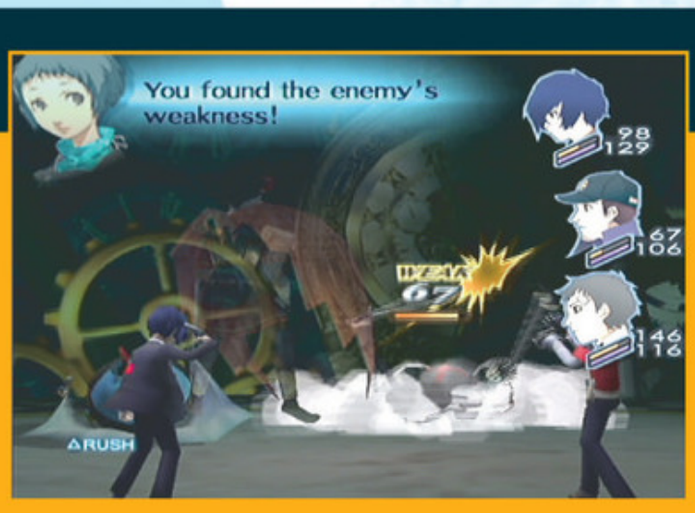
8th JUN 2009

Full Moon Event

SEES BATTLE LOG

Tartarus Entrance:
Emperor & Empress

Though this is considered a major boss battle, it's actually one of the easiest ones in the game. All you need to do is hit these monsters' weak points. The Empress is weak against physical attacks, while the Emperor is weak against Fire, Ice, Wind, and Electricity. Take note that at regular intervals they may change their weak points around. However, it's easy if you have Fuuka examine them at the start of the battle so you can keep track of their defensive properties.



After the battle you'll gain the "Knock Down" tactic to issue to your allies.

TARTARUS ENTRANCE

ENCOUNTERS - TARTARUS ENTRANCE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Emperor	Emperor	16	600	?	Block	Block	Block	Weak	Weak	Weak	Weak	-	Block	Block
Boss	Empress	Empress	16	500	?	Weak	Weak	Weak	Block	Block	Block	Block	-	Block	Block

12th JUN 2009

Dark Hour

(II) After a visit by the mysterious boy, you'll gain the S.Link for the Death Arcana. See page 126 for details about improving it.

13th JUN 2009

Dark Hour

(III) The barricade on the 40th floor of Tartarus will disappear tonight, enabling you to venture further up. Fuuka will take Mitsuru's place as advisor from now on, and Mitsuru herself is available to fight alongside you. For tonight, just make it up to the 47th floor and then return.

15th JUN 2009

Afternoon

POP QUIZ!!

Ms. Toriumi: "Which punctuation goes in the blank? 'I like these fruits___ apples, oranges, and grapes.'"
Answer: "A colon."

Charm +2

Dark Hour

SEES BATTLE LOG

Floor: 47, Golden Beetle x3

If you've completed Elizabeth's request to create a Level 17 Oberon, then this battle will be a snap. A Level 17 Oberon learns Mazio, and that lets you knock down the Beetles and then easily hit them with an All-Out Attack.

You can almost kill all three Beetles on the first turn, and then mop up what's left at your leisure. Include Akihiko in your party to take further advantage of their electrical weakness.

The next transfer point you're looking for is located on the 59th floor.

17th JUN 2009

Afternoon

POP QUIZ!!

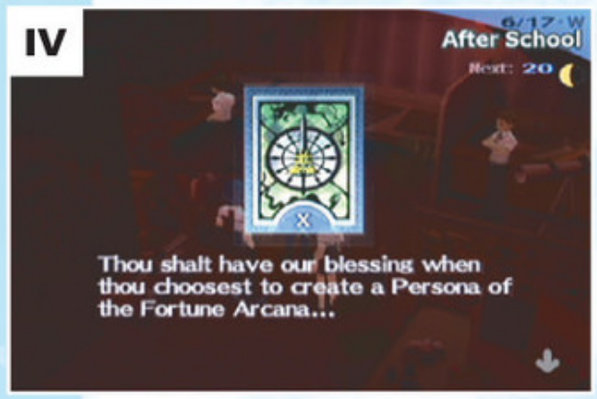
Ms. Edogawa: "What formed the origins of magic?"
Answer: "Shamanism."

Charm +2

17th JUN 2009

After School

(IV) The Culture Clubs at the school are accepting new members, which means you can get another S.Link now. You can find the Culture Club rooms in the 1F Hallway. The Art and Music rooms are easy to find since they're on one side of the hall, but the Photography room is a little harder to find because it's labeled as the "Science Room." The door to the Photography Club's dark room is located beside the Home Economics room. Joining one of these clubs will net you the Fortune Arcana. Turn to page 122 for more details on improving it.



Dark Hour

SEES BATTLE LOG

Floor: 59, Intrepid Knights

This boss uses extremely powerful Wind attacks, so make sure that Yukari is in the party and that her tactics are set to Heal/Support. Junpei should not be in this party at all because his weakness to Wind is a huge liability. Bring in a number of Revival Beads, just in case this Shadow's Hama skill hits. If you've been hanging out with Kenji a lot and have gotten the Magician S.Link to Rank 5, you can create a level 23 Sati Persona from a Triangle Spread of Principality, Oberon, and Legion. This gives you Agilao and Media, which are invaluable in this fight.

It's a short trip to reach the barricade and the third Old Document on the 64th floor. There's a lot of time until the next full moon on July 7th, so use it to come back to Tartarus and complete any outstanding requests Elizabeth offers.

22nd JUN 2009

Afternoon

POP QUIZ!!

Junpei: "Hey ___, what do I say?"
Answer: "Chinese."

Charm +2

29th JUN 2009

Morning

POP QUIZ!!

Junpei: "Hey ___, do you know?"
Answer: "Leonardo da Vinci."

Charm +2

NA3 OFFICIA

PERSONA3 STORY

CALENDAR JULY 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3 Quiz (p.55)	4
5	6	7 Full Moon (p.55)	8 Quiz/S.Link (p.57)	9 Quiz (p.58)	10 Quiz (p58)	11 Quiz (p.58)
12	13 Lecture	14 Quiz Exam (p.59)	15 Quiz Exam Last Half	16 Quiz Exam	17 Quiz Exam	18 Academics Exam (p.59)
19	20 (p. 60)	21 (p. 60)	22 New Moon (p. 60)	23 (p. 60)	24 (p. 60)	25
26 (P.61)	27	28	29	30	31	

1 CONTACT
2 BASICS
3 STORY
4 QUESTS
5 DATA

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	OldCouple	OldCouple	OldCouple	Fuuka	OldCouple
Monk	OldCouple	Kazushi	Yuko	Kazushi	Hidetoshi	Chihiro
	Kazushi	Chihiro	Keisuke	Chihiro	OldCouple	Yuko
	Maiko	Keisuke	Maiko	Keisuke	Kazushi	Maiko
	Tanaka	Maiko	Bebe	Maiko	Maiko	Tanaka
	Nozomi	Bebe	Nozomi	Monk	Bebe	Monk
		Tanaka		Nozomi	Monk	Nozomi
		Nozomi			Nozomi	

Dark Hour Goals and Events

Date	Goal	Event
July 7th	Explore the Love Hotel	Arcana Boss #3
July 9th	Ascend to Yabbashah 72F, then return	
July 12th, 30th	Mysterious Boy encounter	Death Arcana Up
July 18th	Ascend to Yabbashah 85F, then return	Tartarus Boss #8
July 24th	Ascend to Yabbashah 89F, then return	Tartarus Boss #9

Missed Days

Date	Event	Explanation
July 20th-23rd	Yakushima Trip	
July 27th-31st	Only Evenings will be free	Sports Club Training

Free Days

July 1-2, 4-6,19, 25-26

Home Shopping Orders

Date	Item	Price
July 5th	Kevlar Vest x1, Super Diet Food x4	14,800 yen
July 12th	Max Safety Shoes x1, Super Diet Food x3	10,000 yen
July 19th	Mage's Mark x1, Super Diet Food x10	39,800 yen
July 26th	Brand Purse x1, Medical Powder x5	7,980 yen

3rd JUL2009

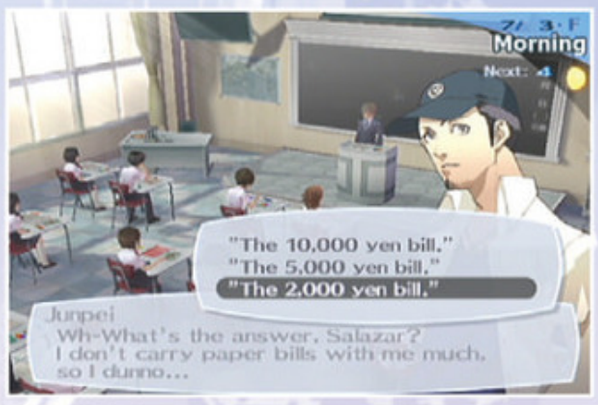
Morning

POP QUIZ!!

Junpei: "Wh-What's the answer, ____? I don't carry paper bills with me much, so I dunno.."

Answer: "The 2,000 yen bill."

Charm +2


Morning
"The 10,000 yen bill."
"The 5,000 yen bill."
"The 2,000 yen bill."
Junpei
Wh-What's the answer, Salazar?
I don't carry paper bills with me much, so I dunno...

7th JUL2009

Full Moon Event

Dark Hour

You have a choice of picking Junpei, Akihiko, or Mitsuru to join you before the fight. The bosses will attack with Electricty and Fire, which means Akihiko and Junpei should join because of their resistances to both those properties. When you've picked your team, talk to Fuuka to begin tonight's full moon operation.

7th JUL2009

Full Moon Event

(I) You'll start on the 1st floor of a love hotel; take the stairs to the 3rd floor by following the mini-map onscreen.

When you reach the 3rd floor, turn right and head straight for the large room.

SEES BATTLE LOG

Love Hotel 3F, Hierophant

This battle may be quite difficult because this Shadow uses Electrical attacks, which Yukari is weak against. Attack this Shadow with the strongest single-target magic skill you have (other than Electrical ones). Occasionally it will use Prophecy of Ruin against you, which has a high chance of inflicting the Fear status on everyone. If that happens, just use a Me Patra Gem and you're good to go again. This fight is relatively easy, but you've got one more coming up.

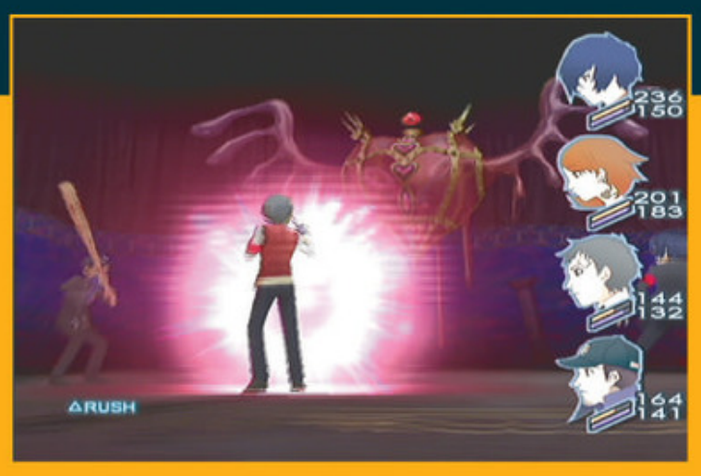
(II) When you try to leave the room, the door behind you is stuck. Fuuka will inform you that another Shadow Master is hiding in this room. Check the oversized mirror to proceed further. When you wake up, give the following responses: "That's not true," "I can't give in..." and "Now's not the time..."

Once things are back to normal, head to the 2nd floor of the hotel with Yukari to regroup with your teammates. To find this boss, you'll need to destroy the mirrors inside a couple of rooms.

(III) The first mirror is located in the room on the right side of the hall leading south from your current location on the 2nd floor.

(IV) The second mirror can be found inside the room at the far top-right hand corner of the 3rd floor.

SEES BATTLE LOG



Love Hotel 3F, Lovers

If you felt that the Hierophant was too hard, you'll be relived that this Shadow is a little easier. You can hit it with almost anything you want. Just make sure you don't switch to a Persona that's weak against Fire. Some of this boss's attacks can charm your characters, so carry a lot of Dis-Charms.

After this night's events your S.Link for the Fool Arcana will improve to Rank 4 and you'll gain the "Full Assault" tactic for your allies.

TARTARUS ENTRANCE

ENCOUNTERS - TARTARUS ENTRANCE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Emperor	Emperor	16	600	?	Block	Block	Block	Weak	Weak	Weak	Weak	-	Block	Block
Boss	Empress	Empress	16	500	?	Weak									

8th JUL2009

Morning

POP QUIZ!!

Ms. Toriumi: "How do you pronounce onomatopoeia?"
Answer: "O-no-ma-to-pee-ah."

Charm +2

After School

Due to the approach of final exams before the summer holiday, all the students at Gekkoukan High are busy studying and thus you won't be able to improve your S.Links with them until after they are over.

Summer exams end on the 18th.

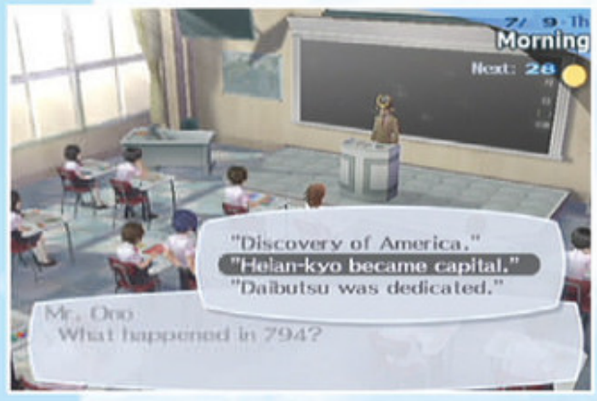
9th JUL2009

Morning

POP QUIZ!!

Junpei: "What happened in 794?"
Answer: Heian-kyo became the capital."

Charm +2



Dark Hour

The barrier blocking your path on the 64th floor has been brought down tonight, so you can now explore Tartarus further. Make your way up to the 72nd floor before returning.

10th JUL2009

Morning

POP QUIZ!!

Mr. Edogawa: "What is the mystical study of Jewish texts?"
Answer: "Kabbalah."

Charm +2

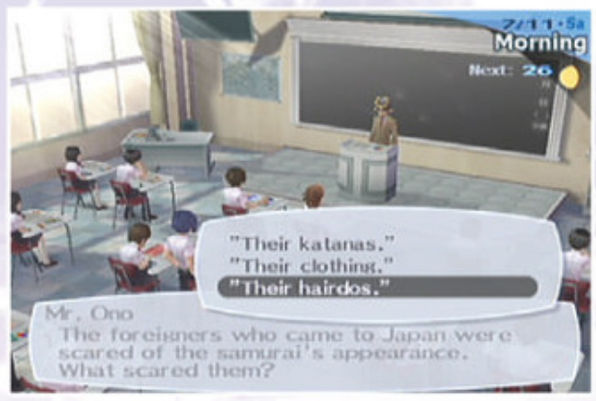
11th JUL2009

Morning

POP QUIZ!!

Mr. Ono: "The foreigners who came to Japan were scared of the samurai's appearance. What scared them?"
Answer: "Their hairdos."

Charm +2



14th-18th SEMESTER EXAMS

14th:

Miscellaneous Q.1: "Kabbalah is the mystical study of which texts?"
Answer: Jewish

15th:

Classic Literature Q.4: "Whose portrait appears on the 2,000 yen bill?"
Answer: Murasaki Shikibu

16th:

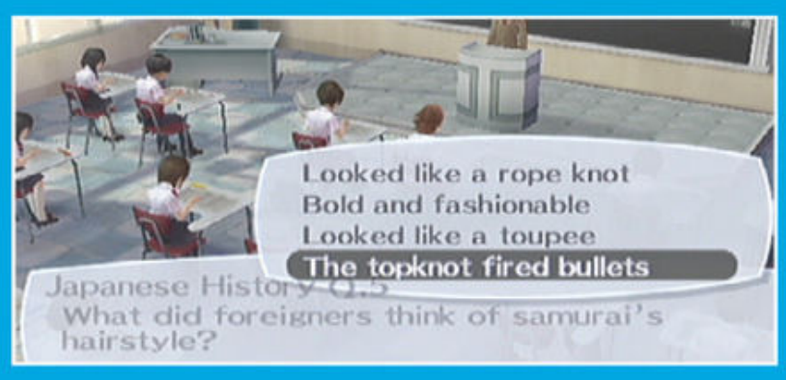
Japanese History Q.5: "What did foreigners think of samurai's hairstyle?"
Answer: The topknot fired bullets.

17th:

Physics Q.3: "Who discovered the principle behind contact lenses?"
Answer: Leonardo da Vinci

18th:

Passing this examination is dependent upon your current Academics stat.


Looked like a rope knot
Bold and fashionable
Looked like a toupee
The topknot fired bullets
Japanese History Q.5
What did foreigners think of samurai's hairstyle?

Reward for the Top Mark:

Sword of Knight x1, Cup of Knight x1, Wand of Knight x1, Coin of Knight x1

18th JUL2009

Dark Hour

You'll need to climb to the 85th floor of Tartarus tonight, because you won't be able to access the dungeon at all during your trip to Yakushima, which lasts until the 24th.

SEES BATTLE LOG

Floor: 72, Furious Gigas x3

Get ready for a deadly fight. These three monsters can easily take out one of your characters with a single blow, so you'll need a lot of Revival Beads. They primarily attack with Strikes, so be sure to equip your main character with a Strike Ward and (if you have one) a shoe that provides Strike Evasion. To kill these monsters you need Wind attacks, so make sure Yukari is on the team. Set Yukari's tactics to Knock Down, and she'll eventually learn on her own how to knock all three Giants down. Supplement her by using Magaru as well. If all goes well, you'll kill them quickly enough so that you only consume around 2 or 3 Revival Beads. If the fight drags on too long, you will eventually lose.

20th JUL2009

Daytime

After the scenes are over, talk to Akihiko when you want to continue.

21st JUL2009

Daytime

Walk around the beach, looking for girls to talk to. After the girl in the fourth encounter runs away, follow her into the woods.

Evening

After Shuji introduces the girl as Aigis, she will join SEES.

22nd JUL2009

Daytime

Your S.Link for the Fool Arcana will be improved to Rank 5.

23rd JUL2009

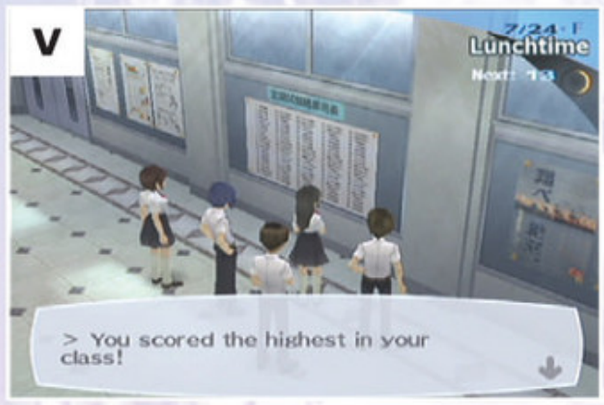
Evening

You'll return to the dorm, but the group is too tired to go Tartarus tonight.

24th JUL2009

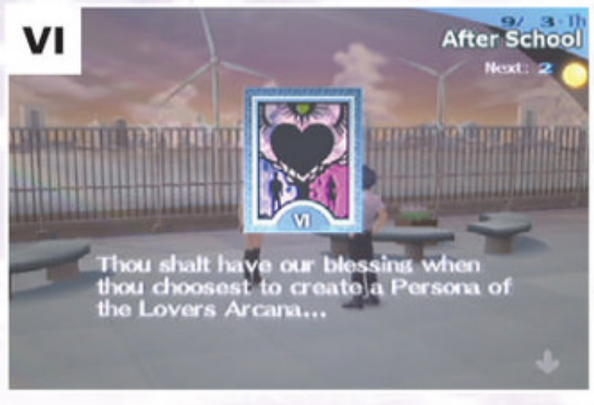
Lunchtime

(V) Exam results are posted today. If you got the top mark in your class, go see Mitsuru, and she will give you the reward.



After School

(VI) You can make another S.Link at this time, by talking to Yukari in Classroom 2-F. However, your Charm stat needs to be at its maximum before you can talk to her. See page 115 for more details about this S.Link.



Dark Hour

SEES BATTLE LOG

Floor: 85, Fanatic Tower

You'll need Yukari in this fight, because this boss repels most properties except for Wind. The Tower also attacks with Electricity and that makes using Yukari here a little difficult. Make sure she has some Electrical-evading Shoes equipped, and that her tactics are set to Assign Target.

The Kusi Mitama Persona is very useful here, since it comes with Wind magic right away and is resistant to Zio skills. You can create a Kusi Mitama by fusing Naga and Titan. As long as you can keep Yukari on her feet, you should be able to win.

(VII) Go on up to the 89th floor to retrieve the fourth Old Document, and return to the entrance. The next Full Moon is on August 6th, so you have until then to finish off any outstanding requests for Elizabeth.

Daytime

Now that summer vacation has started, you won't be able to meet with students at Gekkoukan High until September 1st. However, they may still call you at night to arrange a holiday meeting during your free days.

PERSONA3 STORY

CALENDAR AUGUST 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3 S.Link (P.63)	4	5	6 Full Moon (p.63)	7	8 (p.64)
9 (p. 65)	10	11	12	13	14 Last Half	15 Free Evening
16 (P.65)	17 (p.66)	18 Film Festival (P.67)	19 Film Festival	20 New Moon	21	22 Film Festival
23 Film Festival	24	25	26 Film Festival	27 Film Festival New Half	28	29
30 Film Festival	31					

1 CONTACT
2 BASICS
3 STORY
4 QUESTS
5 DATA

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Old Couple	Old Couple	Old Couple	Old Couple	Old Couple	Old Couple
Tanaka	Maiko	Maiko	Maiko	Maiko	Maiko	Maiko
Monk	Tanaka	Tanaka	Mamoru	Monk	Monk	Tanaka
Mamoru	Mamoru	Mamoru		Mamoru	Mamoru	Monk
Akinari						Mamoru

Dark Hour Goals and Events

Date	Goal	Event
August 6th	Explore the Abandoned Weapons Depot	Arcana Boss #4
August 7th, 29th	Mysterious Boy encounter	Death Arcana Up
August 8th	Ascend to Yabbashah 110F, then return	Tartarus Boss #10
August 17th	Ascend to Yabbashah 114F, then return	Tartarus Boss #11

Missed Days

Date	Event	Explanation
August 1st-2nd	Only Evenings will be free	Sports Club Training
August 10th-15th	Academics +3 points each day	Summer School

Free Days

August 4-5, 9,16, 18-31

Home Shopping Orders

Date	Item	Price
August 9th	Omega Spear x1, Veggie Supplement x5	24,800 yen
August 16th	Emergency Vest x1, Veggie Supplement x5	24,800 yen
August 23rd	Dragon Boots x1, Veggie Supplement x4	20,000 yen
August 30th	Varna Bracers x1, Veggie Supplement x2	17,800 yen

3rd AUG2009

Daytime

(I) You can meet with Mamoru today at the Iwatodai Strip Mall. He's sitting on a bench in front of Wild-duck Burger, and will ask you to join him for something to eat. If you accept his offer while your Courage is at Rank 4 or higher, you'll gain the S.Link for the Star Arcana.

6th AUG2009 Full Moon Event

Dark Hour

The Shadow Masters up ahead will use many Strike and Pierce attacks, so Aigis should be in this upcoming battle. Bring Yukari along with you as well, because she should know Diarama by now.

The Shadows you're after will be at a point "33m Underground," so head straight down into the basement.

6th AUG2009 — Full Moon Event

SEES BATTLE LOG

Abandoned Weapons Depot, Chariot & Justice

These two Shadows will start out as one machine with their HP combined. Use whatever attacks you like because they have no weaknesses and are only strong against Instant Death. After the machine takes significant damage, it separates into the two Shadow Masters you're hunting. It's best that you focus your efforts on one of them at a time. This makes the battle easier in the long run, because after a certain number of rounds they'll reunite again. Just keep the flow of attacks going, pick them off one at a time, and you'll win.

After the battle you'll be able to issue the "Same Target" tactic to your allies.

ABANDONED WPNS DEPOT — **ENCOUNTERS - ABANDONED WPNS DEPOT**

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Chariot	Chariot	34	1500	?	-	-	-	-	-	-	-	-	Block	Block
Boss	Justice	Justice	34	1500	?	-	-	-	-	-	-	-	-	Block	Block

8th AUG2009

Early Morning

You'll receive a call from Elizabeth informing you that the entrance that leads higher into the 3rd Block of Tartarus has opened.

Dark Hour

Koromaru will join SEES tonight, which brings the total number of characters to choose from up to six. This means you can do two ascents in one night, instead of usually doing one.

Go into Tartarus and try to make your way up to the 110th floor tonight, because Summer School starts on Monday. Those classes will last for a week, and you can't explore the town or Tartarus during that time.

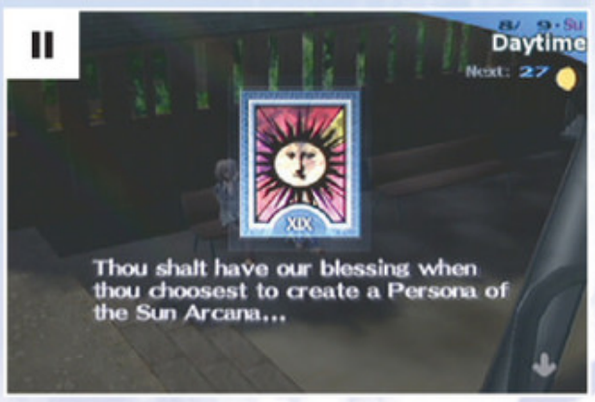
SEES BATTLE LOG

Floor: 98, Magical Magus x3

This fight can be brutal, since these enemies will use Mind Charge followed by Mabufula on their next turn. If you have any Magic Mirrors lying around, now would be a good time to start using them. Only use a Magic Mirror if you see more than one of these monsters use Mind Charge on the same turn.

You can survive one Mind Charge + Mabufula at full HP per round, but not two. Don't bother trying to use Personas who can nullify ice attacks, as that property will just be erased by one of the mages. The enemies here are weak against Fire, so use Maragi to knock them all down in one shot. Set Koromaru and/or Junpei's tactics to Knock Down for an easy victory.

9th AUG2009



Daytime

(II) You can get a S.Link for the Sun Arcana today. For details on how to obtain it, consult the S.Link info on page 132.

16th AUG2009

Daytime

At the start of the day, one of the girls from Gekkoukan High will ask you out on a date to the Summer Festival held at Naganaki Shrine today.

If you accept the invitation, you won't be able to do anything else for the rest of the day.

17th AUG2009

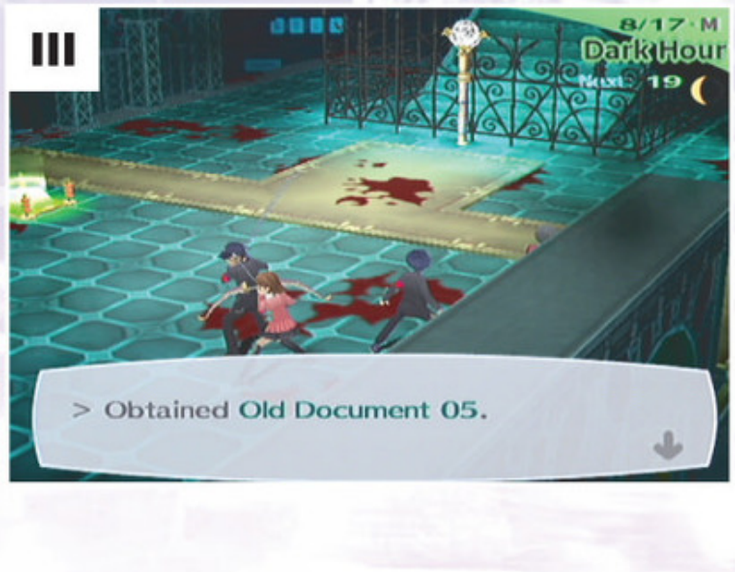
Dark Hour

SEES BATTLE LOG

Floor: 110, Natural Dancer

This battle is pretty simple. The Natural Dancer mostly uses Wind-based attacks, so include Yukari and a Persona that carries immunity to those attacks. Make sure you bring along some Me Patra Gems, and set Yukari's tactics to Heal/Support. There's a slight possibility that the Dancer may use Sexy Dance to charm all your characters at once. Thankfully, Sexy Dance misses most of the time. Toward the end of the battle, the Shadow uses Tetrakarn to repel any physical attacks. Bite the bullet and hit it with a normal attack to get rid of the shield, because magic attacks aren't very effective against it as compared to physical ones. You should also have a few Revive Beads on hand just in case it uses Hamaon to knock one of your characters unconscious.

(III) After that fight's over with, head on up to the 114th floor to find the fifth Old Document and return to the entrance. You'll have a lot of time until the September 4th (eve of the full moon) deadline to complete any outstanding requests Elizabeth has made.



18th AUG2009

(IV) During the latter half of August you'll be invited on certain days to attend a matinee at the movie theater with someone you have an S.Link with.

These viewings will improve your relationship with that person and increase your Academics, Charm, or Courage by a large amount. Take note that if you choose to go to a matinee on a Sunday, you'll skip the Home Shopping event.

18th-30th SUMMER FILM FESTIVAL

Tuesday, 18th:
Kenji: Academics +4 points

Saturday, 22nd:
Fuuka: Charm +4 points

***Sunday, 23rd*:**
Keisuke: Charm +4 points

Wednesday, 26th:
Yuko: Courage +4 points

Thursday, 27th:
Kazushi: Courage +4 points

Sunday, 30th:
Chihiro: Charm +4 points

CALENDAR SEPTEMBER 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Quiz (P.69)	2 (P.69)	3	4	5 Full Moon (P.70)
6	7	8	9	10 Quiz (P.71)	11 Quiz (P.72)	12 Lecture
13 Last Half	14 Quiz (P.72)	15	16	17	18 (P.73)	19 New Moon
20	21	22	23	24 Lecture	25	26 First Half
27	28 Lecture	29	30			

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	Old Couple	Old Couple	Old Couple	Fuuka	Old Couple
Monk	Old Couple	Kazushi	Yukari	Yukari	Hidetoshi	Yukari
Mamoru	Yukari	Chihiro	Yuko	Kazushi	Old Couple	Chihiro
Akinari	Kazushi	Keisuke	Keisuke	Chihiro	Kazushi	Yuko
	Maiko	Maiko	Maiko	Keisuke	Maiko	Maiko
	Tanaka	Bebe	Bebe	Maiko	Bebe	Tanaka
	Mamoru	Tanaka	Mamoru	Monk	Monk	Monk
	Nozomi	Mamoru	Nozomi	Mamoru	Mamoru	Mamoru
		Nozomi		Nozomi	Nozomi	Nozomi

Dark Hour Goals and Events

Date	Goal	Event
September 5th	Underneath Club Escapade	Arcana Boss #5
September 10th	Ascend to Tziah 135F, then return	Tartarus Boss #12
September 12th, 27th	Mysterious Boy encounter	Death Arcana Up
September 14th	Ascend to Tziah 139F, then return	Tartarus Boss #13

Missed Days

Date	Event	Explanation
September 18th-20th	The city is shut down.	Typhoon

Free Days

September 3-4, 6-9, 13, 15-17, 21-23, 25-26, 29-30

Home Shopping Orders

Date	Item	Price
September 6th	Brand Watch x1, Snuff Soul x5	10,000 yen
September 13th	Prayer Beads x1, Health Supplement x1	10,000 yen
September 27th	Skrep x1, Health Supplement x4	35,800 yen

1st SEPT 2009

Morning

POP QUIZ!!

Mr. Takenozuka: "Tell me, ——!
What's the answer?"
Answer: "You slide like crazy."

Charm +2

2nd SEPT 2009

After School

Shinjiro Aragaki will join the team, so you won't be able to make any plans during this time of the day. However, he won't become an active member until tomorrow.

5th SEPT 2009

Full Moon Event

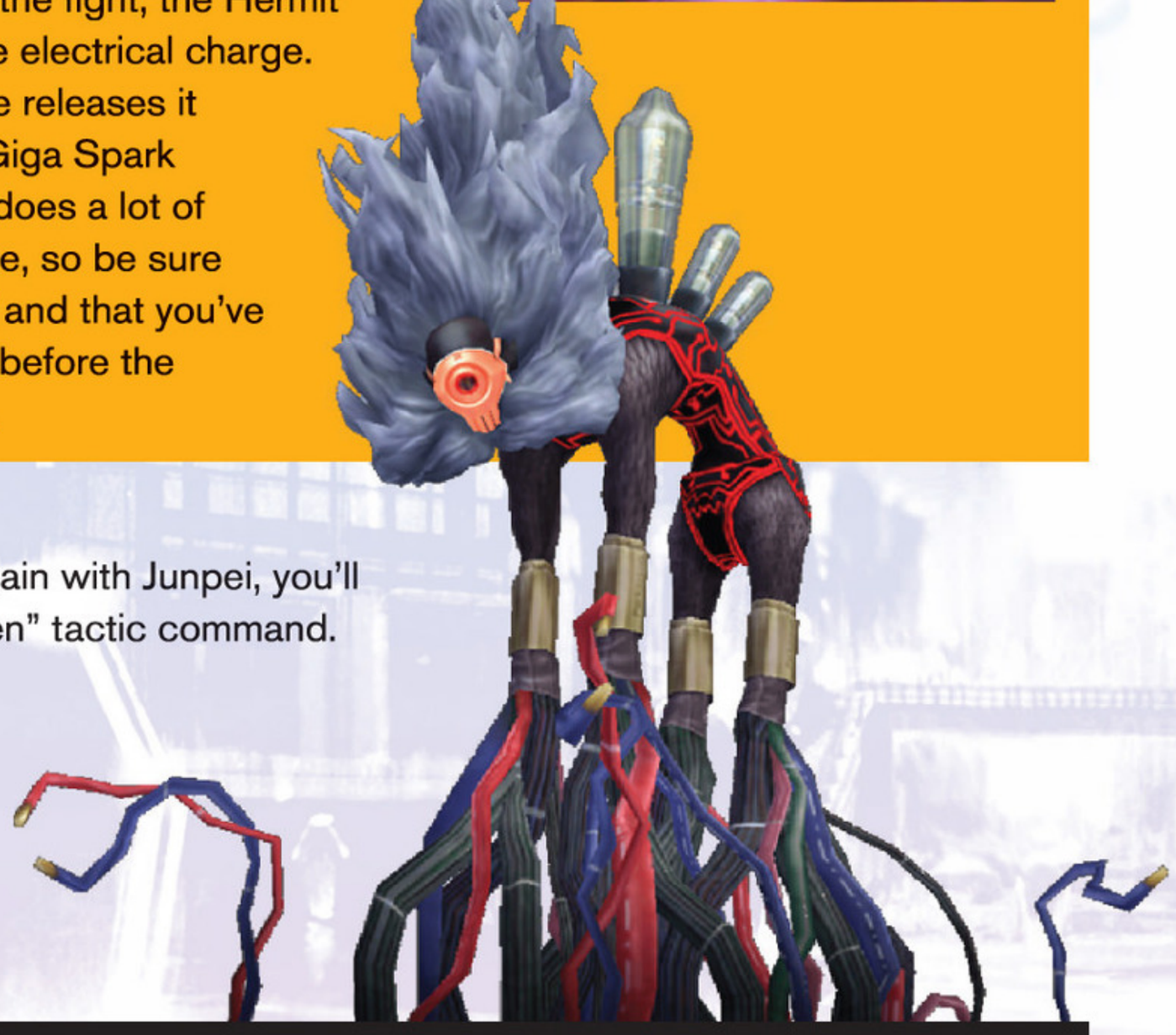
Dark Hour

(I) The boss you're about to face uses Electrical attacks. Junpei will be unavailable for the battle tonight, so pick three others from the group to go against it. Try not to use Yukari. Once you've made all the necessary preparations, talk to Fuuka to start the battle.

SEES BATTLE LOG

Under Club Escapade, Hermit

This Shadow is purely Electrical-based. It uses those types of attacks against you, and absorbs any Electrical magic you hit it with. It has 3500 HP, so this will be a long battle. During the fight, the Hermit builds up a massive electrical charge. Three turns later, he releases it with the powerful Giga Spark attack. This attack does a lot of damage to everyone, so be sure you're all at full HP and that you've used Tarunda on it before the charge is released.



After you meet up again with Junpei, you'll earn the "Attack Fallen" tactic command.

ENCOUNTERS - UNDER CLUB ESCAPADE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Hermit	Hermit	39	3500	?	-	-	-	-	-	Drain	-	-	Block	Block

10th SEPT 2009

Morning

POP QUIZ!!

Junpei: "H-Hey, ——, what was the question?"
Answer: "Come here."

Charm +2

Dark Hour

Now that you've got all characters under your command tonight, you can easily make two ascents up to the 135th floor and make any substitutions if someone gets tired along the way.

SEES BATTLE LOG

Floor: 122, Arcane Turret x3

You've run into Arcane Turrets during your climb up the tower, but the ones you fight in this battle are completely different. Instead of being weak to Electricity, they're weak against Ice, so you should be using Mabufu a lot here. Watch out for your weaknesses as well, because these tanks will use Electricity and Fire magic against you. They like to use Marakunda when they get the chance, so use Dekunda before their attacks start becoming a serious problem. As long as you don't include Yukari or Mitsuru in your team, you should be fine.

11th SEPT 2009

Morning

POP QUIZ!!

Mr. Edogawa: "Which book helped further the art of magic during the Renaissance?"
Answer: "The Hermetica."

Charm +2

14th SEPT 2009

Morning

POP QUIZ!!

Mr. Miyahara: "What's 6 divided by 0?"
Answer: "It's indeterminate."

Charm +2

Dark Hour

SEES BATTLE LOG

Floor: 135, Sleeping Table

Unlike other battles you've faced up to now, this one demands that you use support magic to win. This Shadow is not afraid to use Megidola often, which can do around 250 damage to all characters and can't be blocked. To prepare against this brutal attack you should use Tarunda and Marakukaja. Another thing to watch for is that it also uses Maragidyne even more often than Megidola. If you have any spare Magic Mirrors lying around, this is the perfect battle to use them. Inflicting any reasonable amount of damage against this Table is difficult since it doesn't take much damage from physical or magical attacks. Use physical skills that don't have the Strike property against it for a chance at a critical hit. This fight isn't easy, but if you at least set someone to have Diarama and a lot of Revival Beads, you can hold out for a win.

(II) At the 139th floor you'll find a barricade and the sixth Old Document.

18th SEPT 2009

Dark Hour

You'll get word from Igor after you fall asleep that you'll be able to fuse four or more Personas. There are a handful of Personas that can only be fused using this method. Please see page 30 for more details.

CALENDAR OCTOBER 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 Lecture	2	3 Lecture
4 Full Moon (p.75)	5 (p.76)	6 (p.76)	7 Quiz (p.76)	8	9 Lecture (p.77	10 Lecture
11	12 Last Half	13 Quiz Exam (p.78)	14 Quiz Exam	15 Quiz Exam	16 Quiz Exam	17 Academics Exam
18 New Moon	19 Exam Mark / Quiz (p.78)	20	21	22 Quiz (p.79)	23 Quiz (p.79)	24
25 First Half	26 Quiz (p.79)	27	28	29 Quiz (p.79)	30	31

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	Old Couple	Old Couple	Old Couple	Fuuka	Old Couple
Monk	Old Couple	Kazushi	Yukari	Yukari	Hidetoshi	Yukari
Mamoru	Yukari	Chihiro	Yuko	Kazushi	Old Couple	Chihiro
Akinari	Kazushi	Keisuke	Keisuke	Chihiro	Kazushi	Yuko
	Maiko	Maiko	Maiko	Keisuke	Maiko	Maiko
	Tanaka	Bebe	Bebe	Maiko	Bebe	Tanaka
	Mamoru	Tanaka	Mamoru	Monk	Monk	Monk
	Nozomi	Mamoru	Nozomi	Mamoru	Mamoru	Mamoru
		Nozomi		Nozomi	Nozomi	Nozomi

Dark Hour Goals and Events

Date	Goal	Event
Ocotber 4th	Iwatodai Station	Arcana Boss #6
October 6th, 27th	Mysterious Boy encounter	Death Arcana Up
October 7th	Ascend to Tziah 160F, then return	Tartarus Boss #14
Ocotber 9th	Ascend to Tziah 164F, then return	Tartarus Boss #15

Free Days

October 2, 5, 8, 11-12, 18, 20-21, 24-25, 28, 30-31

Home Shopping Orders

Date	Item	Price
October 11th	R/C Geta x1, Insatant Ramen x5	47,800 yen
October 18th	Indra Bracers x1, Instant Ramen x2	17,800 yen
Ocotber 25th	Brand Bag x1, Brand Watch x1	10,000 yen

Dark Hour

This time Ken and Shinjiro will not be around for the battle. You won't need them anyway, as the two characters you'll want in your team are Yukari and Aigis. The third character can be anyone except Junpei. When you're ready, talk to Fuuka to begin the battle.

SEES BATTLE LOG

Iwatodai Station, Fortune & Strength

For the first half of the battle you can only attack Strength, and you won't be able to start on Fortune until you're done with her. Fortune will still get an opportunity to attack by using the "Wheel of Fortune." When the wheel is brought out you need to press the X Button to stop the wheel spinning. Where the needle is on the wheel determines whether your group or Strength is hit with an effect from the wheel. If the needle is pointing to a red portion of the wheel, then the effect will be against you. If it's pointing to a blue section, then the effect will be in your favor. If you press the X button while the needle is over a blue section while the wheel is spinning, then the needle will be pointing to a blue section when the wheel stops. When Fortune is on its own it will start using wheels that have larger swaths of red sections compared to blue ones. At that point you should always try to keep your HP above 200 for the rest of the fight.

(cont. next page)

You can attack these Shadows with anything you like, except of course for Hama and Mudo skills. By now you should be at a high enough level to get the Power Charge skill from Cu Chulainn. Cu Chulainn needs to gain three levels to learn it, so make sure when you fuse together Oumitsunu, Virtue, and Samael that your S.Link for the Tower Arcana is at least Rank 5. If you have the attack skill Getsu-Ei, then using that with Power Charge will result in some spectacular damage. Add on Tarukaja, and the Enrage status to the enemy from the Wheel of Fortune and you will be able to do over 1000 damage in a single attack.

ENCOUNTERS - IWATODAI STATION

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Fortune	Fortune	46	3000	?	-	-	-	-	-	-	-	-	Block	Block
Boss	Strength	Strength	46	4000	?	-	-	-	-	-	-	-	-	Block	Block

5th OCT2009

After School

Due to last night's events, you won't be able to meet with either Fuuka or Yukari for a S.Link event.

6th OCT2009

After School

Exams will be starting next week, so you won't be able to make any plans to spend time with any of the Gekkoukan High students until after the exams are over.

7th OCT2009

Morning

POP QUIZ!!

Ms. Ounishi: "Why do you think that is?"
Answer: "To bring in business."

Charm +2

Dark Hour

The top half of the 4th block will open tonight for you to make your ascent to the 160th floor. When exploring this section of Tartarus, be on the lookout for glowing red enemies as those contain the very deadly Scarlet Turret. To deal with one safely you should use the Cu Chulainn Persona.

SEES BATTLE LOG

Floor: 146, Hell Knight x3

These monsters will use Zio, Mudo, and Physical skills against you. Therefore, Akihiko and Koromaru should be on your team for this fight. These Shadows have no weaknesses and absorb Electrical attacks, so concentrate your efforts on one enemy at a time by using either the Assign Target or Same Target tactics. Keep everyone's HP high as one or two Heat Waves can cause you some serious problems. When you see a Knight use Mind Charge, that's your cue to fully heal everyone for the next turn, as the Knight is getting ready to use Maziodyne. The best type of Persona to use in this battle is a Physical skill-user with Electrical resistance, such as Koumokuten.

After that fight's over, climb to the 160th floor before returning to the dorms.

9th OCT2009

Dark Hour

SEES BATTLE LOG

Floor: 160, Mythical Gigas

Be sure to bring Attack Mirrors into this battle with you. If you don't have any Attack Mirrors in your inventory, trade some of the gemstones you've been collecting in battles for a few at the antique store in Paulownia Mall. This boss exclusively uses Physical attacks, and will try to increase their damage by lowering your defense and raising his attack power. When he uses Power Charge, that's your cue to use an Attack Mirror. If you're lucky, it'll use Deathbound, which inflicts the only type of Physical damage the Gigas is vulnerable to. Aigis should have Dekunda, so put her on Heal/Support to nullify Rakunda. Hit the Gigas with any magic attacks you like except for Fire and he'll go down pretty easily.

You'll find the next roadblock and the seventh Old Document at the 164th floor of the tower. Now, you can sit back and enjoy a long break in the action.

13th-17th MID-TERM EXAMS

13th:

Chemistry Q.5: "According to research, how many years can love last?"
Answer: 2

14th:

Miscellaneous Q.1: "Who is famous for delivering the Ten Commandments?"
Answer: Moses

15th:

Physics Q.10 / Fill in the blank: "Your ___ went down the hill with a friction coefficient of zero."
Answer: summer vacation

16th:

Japanese History Q.1: "How old was Masamune Date at the time of his first battle?"
Answer: Fifteen

17th:

Passing this examination is dependant upon your current Academics stat.

Reward for the Top Mark:

Sword of Queen x1, Cup of Queen x1, Wand of Queen x1, Coin of Queen x1

19th OCT2009

Afternoon

POP QUIZ!!

Mr. Miyahara: "What day of the week does the 13th fall on most often?"
Answer: "Friday."

Charm +2

22nd OCT2009

Morning

POP QUIZ!!

Mrs. Terauchi: "Which of the following is an example of a pseudo-Anglicism in Japanese?"
Answer: "Mansion."

Charm +2

23rd OCT2009

Morning

POP QUIZ!!

Mr. Edogawa: "Who was the founder of Theosophy, which gave rise to many magical societies?"
Answer: "Madam Blavatsky."

Charm +2

26th OCT2009

Afternoon

POP QUIZ!!

Ms. Toriumi: "Coffee is a common commodity these days, but where do you think the word "coffee" originates?"
Answer: "It's Arabic."

Charm +2

29th OCT2009

Afternoon

POP QUIZ!!

Ms. Ounishi: "Do you know which one?"
Answer: "Tofu."

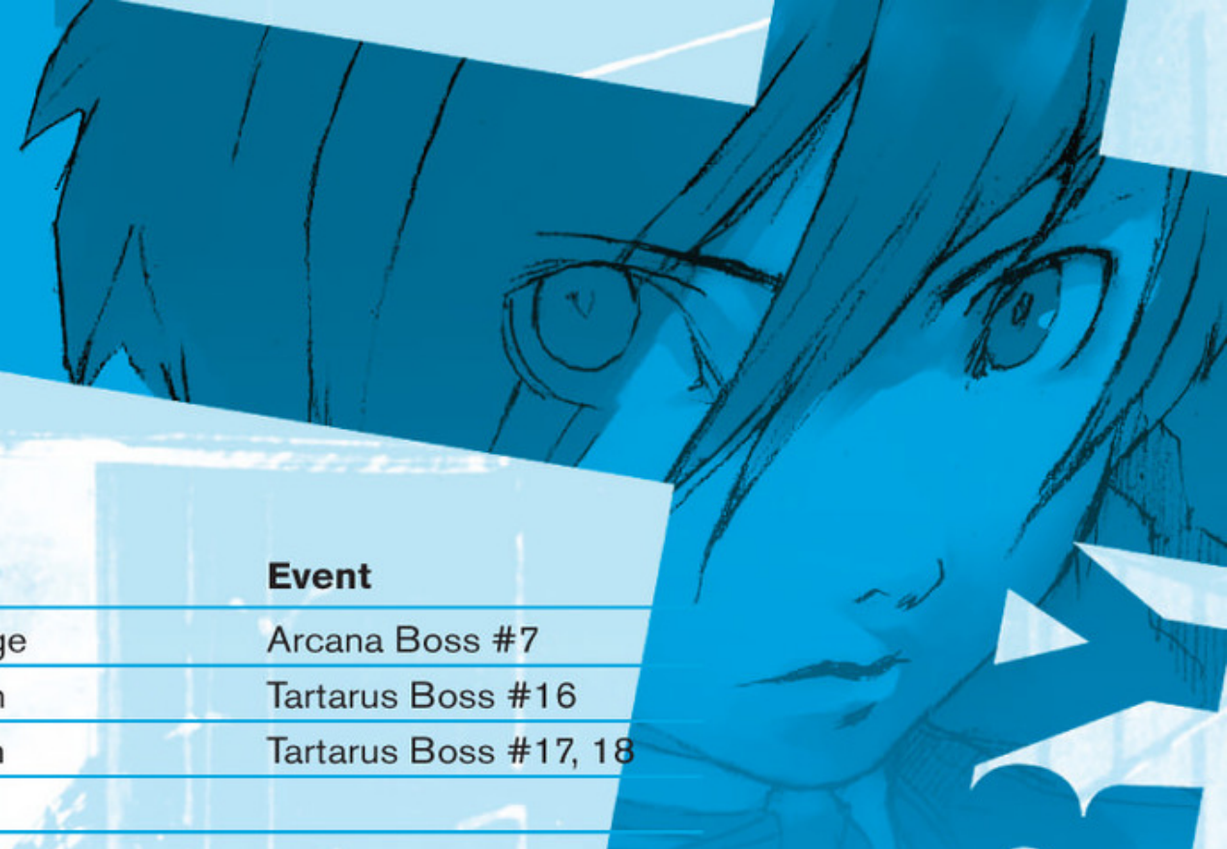
Charm +2

CALENDAR NOVEMBER 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2 (p.81)	3 Full Moon (p.81)	4	5 Free Evening	6 (p.84)	7
8	9 Lecture	10	11 Last Half	12 Quiz (p.84)	13	14 (p.84)
15	16 Lecture	17 New Moon (p.86)	18 (p.86)	19 (p.86)	20 Free Evening	21 Lecture / S.link (p.86)
22 (p.87)	23	24 First Half	25	26	27 Free Evening	28
29	30 Quiz (p.87)					

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	Mitsuru	Old Couple	Mitsuru	Fuuka	Mitsuru
Monk	Old Couple	Old Couple	Yukari	Old Couple	Hidetoshi	Old Couple
Mamoru	Yukari	Kazushi	Yuko	Yukari	Old Couple	Yukari
Akinari	Kazushi	Chihiro	Keisuke	Kazushi	Kazushi	Chihiro
	Maiko	Keisuke	Maiko	Chihiro	Maiko	Yuko
	Tanaka	Maiko	Bebe	Keisuke	Bebe	Maiko
	Mamoru	Bebe	Mamoru	Maiko	Monk	Tanaka
	Nozomi	Tanaka	Nozomi	Monk	Mamoru	Monk
		Mamoru		Mamoru	Nozomi	Mamoru
		Nozomi		Nozomi		Nozomi



Dark Hour Goals and Events

Date	Goal	Event
November 3rd	Confrontation on the Moonlight Bridge	Arcana Boss #7
November 6th	Ascend to Harabah 180F, then return	Tartarus Boss #16
November 14th	Ascend to Harabah 201F, then return	Tartarus Boss #17, 18
November 22nd	Encounter with Chidori	

Missed Days

Date	Event	Explanation
November 4th-5th	Story Events	
November 17th-20th	School Field Trip to Kyoto	
November 24th-27th	Career Week	

Free Days

November 1-2, 7-8, 10-11, 13, 15, 23, 29

Home Shopping Orders

Date	Item	Price
November 1st	Berserker's Seal x1, Mega Protein x2	39,800 yen
November 8th	Raven Claw x1, Mega Protein x7	114,800 yen
November 15th	Sid's Jacket x1, Mega Protein x8	128,000 yen
November 22nd	Shoes of Bane x1, Mega Protein x5	79,800 yen
November 29th	Sigma Drive x1, Mega Protein x6	89,800 yen

2nd NOV 2009

Evening

During the meeting before tomorrow's full moon operation, your S.Link with SEES will improve to Rank 6.

3rd NOV 2009 — Full Moon Event

Dark Hour

In the next boss battle, your opponents use all four elements plus Mudo skills. The best characters to choose are Koromaru, Akihiko, and Junpei. You should take on the role of healer, so make sure you have Mediarama, and a Persona that's strong against Darkness skills and any other element. Talk to Fuuka when you're done to begin the battles.

SEES BATTLE LOG

Moonlight Bridge, Takaya & Jin

This first battle against Takaya and Jin serves as a warm-up for the big fight against the last Shadow Master that follows. You can hit both of them with anything you like, and their attacks aren't all that powerful. Jin reflects Fire attacks, which may pose a problem for Junpei. If you want, you can use the Succubus's Fire Break skill to get rid of it for a few turns. Make use of Marakunda and Matarukaja skills to speed this battle along, and conserve your healing items for the next battle.

(I) Your HP and SP will be restored and you'll be given a break to choose party members for the next battle. The Hanged Man uses mainly Strike attacks, so it doesn't matter which characters you pick. Just make sure someone in the party is acting as a healer.

SEES BATTLE LOG

Moonlight Bridge, Hanged Man

This battle is pretty straightforward. You can't attack the Hanged Man until he drops to the ground. To get him to fall, you need to defeat the three stone statues first. Each of the statues blocks a different elemental property. Since none of them can block Wind, use Magarula to quickly destroy all of them. After they've been destroyed, the Hanged Man will descend.

When the Hanged Man is on the ground, you can start attacking it with whatever you like. It has a lot of HP, so try not to get frustrated as the battle drags on. One thing you need to be careful of is the Hanged Man's attack skill of Akasha Arts. This skill does a tremendous amount of Strike damage to all characters, so pick a Persona (like Rangda) that can protect you from this attack. Periodically the Hanged Man summons Devious Mayas to help out. They have a lot of HP, but are weak against Electricity. After several turns have passed the Hanged Man rises back into the air and revives the three statues. Knock them over again and repeat the attack process until the Hanged Man is defeated.

ENCOUNTERS - MOONLIGHT BRIDGE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Almighty	Light	Dark
Boss	Takaya	Fortune	53	1500	?	-	-	-	-	-	-	-	-	Repel	Block
Boss	Jin	Hermit	53	1500	?	-	-	-	Repel	-	-	-	-	Block	Repel
Boss	Hanged Man	Hanged Man	54	5500	?	-	-	-	-	-	-	-	-	Block	Block
Summon	Devious Maya	Hanged Man	40	500	?	-	-	-	-	Block	Weak	-	-	-	-
Support	Statue (Left)	Hanged Man	48	250	?	-	-	-	Block	-	-	-	-	Block	Block
Support	Statue (Middle)	Hanged Man	48	250	?	-	-	-	-	Block	-	-	-	Block	Block
Support	Statue (Right)	Hanged Man	48	250	?	-	-	-	-	-	Block	-	-	Block	Block

6th NOV 2009

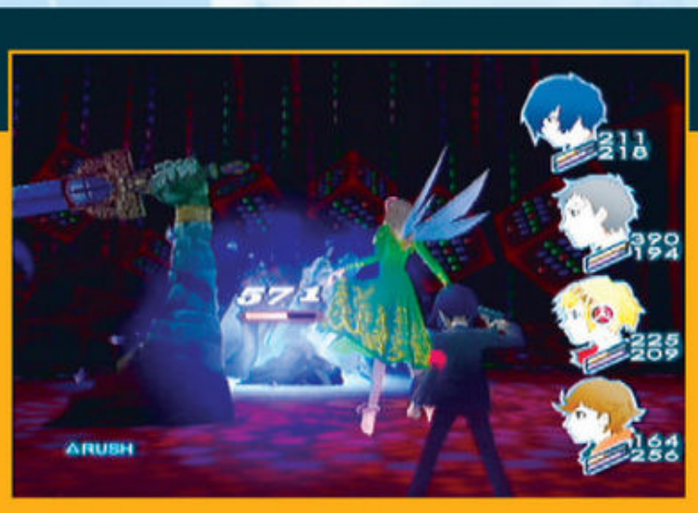
Evening

The 5th block of Tartarus will open tonight. Unlike the other blocks, this one will open up 49 floors and the next block won't open for another couple of months, so you'll have lots of time to get to the top.

Dark Hour

Mitsuru will be unavailable to go to Tartarus until the 14th, though since Akihiko is available to go, you can make one trip to the 180th floor tonight.

SEES BATTLE LOG



Floor 171, Judgement Sword x3

You can expect a lot of Electrical and Slash attacks in this battle, so make sure Akihiko is part of the group. Although these sword-arms don't have a weakness, they do take more damage than usual from Ice attacks. If you feel Mitsuru's capability with Ice skills is vitally important then you can postpone fighting these Shadows until she rejoins the group on November 14th. Even without Mitsuru, you can still do incredible damage here if you have the Mind Charge skill and use Bufudyne. Focus your attacks on one sword at a time to make things easier in the long run.

12th NOV 2009

Morning

POP QUIZ!!

Mr. Edogawa: "What is the ancient Indian magical text I mentioned today?"
Answer: "The Upanishads."

Charm +2

14th NOV 2009

Dark Hour

Mitsuru rejoins tonight, so now's a good time to go back to Tartarus. The goal is to reach the 201st floor. It will be a tough trip, because there'll be two boss fights on the way up.

SEES BATTLE LOG

Floor 180, Stasis Giant x3

Get ready for a brutal fight, because these Shadows attack using a wide variety of Slash attacks. There are very few Personas that have protection against Slash attacks, but the easiest one to get is Kali. The other problem you'll find here is that the Shadows themselves are immune to Slash attacks and take half damage from Strike and Pierce. They do take full damage from Ice and Electricity, which makes a party of Mitsuru, Akihiko, and Ken the best choices. With a bit of luck, and some frantic Persona swapping to Kali when using items, you can keep yourself alive. Use Titania since she comes with Mind Charge and Bufudyne. If you have any Attack Mirrors, use one after a Giant activates Power Charge. If you have no Attack Mirrors, you should outfit a character with a counter-attack accessory. If their attacks are too powerful for you to stay on your feet, or you run out of Attack Mirrors, use Matarunda and Marakukaja from Decarabia.

After clearing the way to the 181st floor, head back to the entrance to heal up. Pick the characters you want to take with you on the ascent to the 190th floor, where the next boss resides.

SEES BATTLE LOG

Floor 190, Phantom King

This boss will use lots of Hama and Mudo skills against you, so be prepared with Revival Beads and Homunculus items. There are a few Personas that can block both of those attacks, such as Daisoujou at level 58. The only thing to watch for is when the Phantom King uses Mind Charge. Make sure your HP is full, because he'll use Megido on the next turn. If you can withstand a constant barrage of instant death spells, then this battle is a simple matter of using Slash attacks to whittle his HP down to 0.

Once you reach the 201st floor, use the device to head back to the entrance and save. It will be a long time until the whole group can go to Tartarus again, so you should complete Elizabeth's requests, which have a deadline of December 1st, tonight.

17th NOV 2009

Evening

(II) Retire to your room for the night. It's located at the end of the hallway on the right, after turning right when you take the stairs to the second floor.

II

18th NOV 2009

Evening

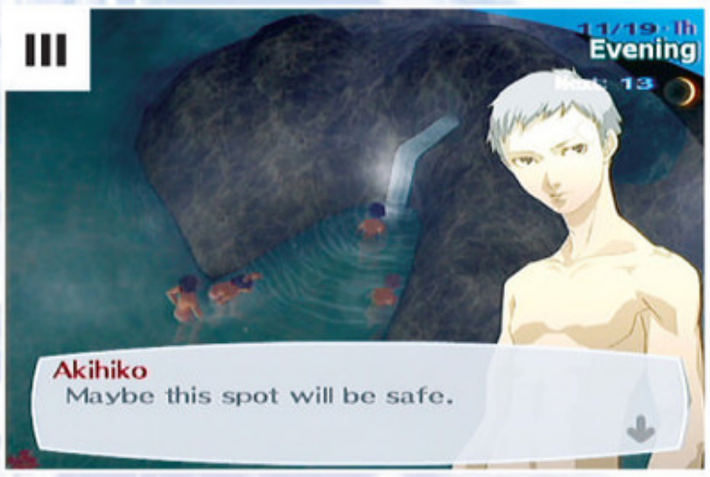
You can talk to some people around the hotel if you want. When you're done wandering about, return to your room to sleep for the night.

19th NOV 2009

Evening

(III) You can talk to Akihiko on the second floor to save your game if you like. Talk to Junpei on the first floor and he'll ask you to join him in the hot spring. After you accept his invitation, return to your room.

III



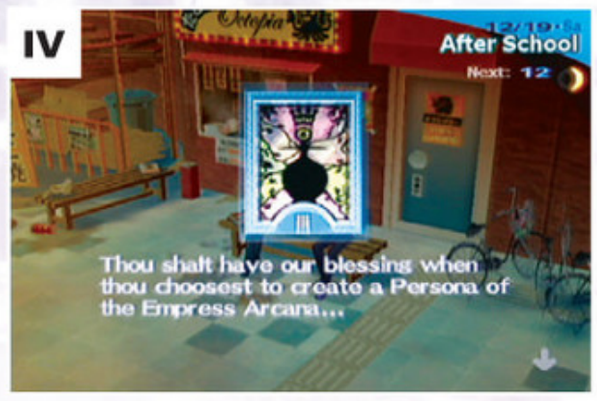
Once you're in the hot spring, a scene will play out and the girls will join. However, since they don't know you're there you'll have to avoid being spotted by them. To avoid being spotted, stay where you are for a few moments until Yukari and Fuuka decide to check elsewhere. After they start to move, head on over to the left past the small recess. When they come around again, hide in the small recess and wait until they leave. If you get caught, you'll have to face Mitsuru's wrath.

21st NOV 2009

After School

(IV) You can now, at last, establish the S.Link for the Empress Arcana today. However, there is a restriction involved. See page 111 for full details on this S.Link.

IV



22nd NOV 2009

Dark Hour

Junpei will have to sit out of the upcoming battle against Chidori. She uses mainly Fire and Dark attacks, so make sure Koromaru is in the group.

SEES BATTLE LOG

Tartarus, Chidori

This fight is basically a gimme. Chidori has only 1200 HP, so she'll go down pretty fast if you use Power Charge or Mind Charge to supplement your attacks. Attack her with anything except Fire, which she can drain. If you manage to knock her down, then this fight will be over before it even started.

ENCOUNTERS - TARTARUS GATE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	Chidori	Hanged Man	56	1200	?	-	-	-	Drain	-	-	-	-	Block	Block

30th NOV 2009

Morning

POP QUIZ!!

Mr. Ekoda: "Women of the Heian period would put white makeup on their faces. Do you know the reason why?"

Answer: "So they stood out."

Charm +2

CALENDAR DECEMBER 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 (p.89)	2 Full Moon	3 Free Evening (p.90)	4	5
6	7 Lecture (p.91)	8	9 Lecture	10 Last Half	11 Quiz (p.91)	12 Lecture
13	14 Quiz Exam (p.91)	15 Quiz Exam	16 Quiz Exam New Moon	17 Quiz Exam	18 Quiz Exam	19 Academics Exam
20	21 Exam Mark / Quiz (p.92)	22	23 First Half	24 Lecture (p.92)	25	26 Lecture
27 (p.92)	28	29	30 (p.92)	31 S.Link Full Moon (p.93)		

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	Mitsuru	Old Couple	Mitsuru	Fuuka	Mitsuru
Monk	Old Couple	Old Couple	Yukari	Old Couple	Hidetoshi	Old Couple
Mamoru	Yukari	Kazushi	Yuko	Yukari	Old Couple	Yukari
Akinari	Kazushi	Chihiro	Keisuke	Kazushi	Kazushi	Chihiro
	Maiko	Keisuke	Maiko	Chihiro	Maiko	Yuko
	Tanaka	Maiko	Bebe	Keisuke	Bebe	Maiko
	Mamoru	Bebe	Mamoru	Maiko	Monk	Tanaka
	Nozomi	Tanaka	Nozomi	Monk	Mamoru	Monk
		Mamoru		Mamoru	Nozomi	Mamoru
		Nozomi		Nozomi		Nozomi

Dark Hour Goals and Events

Date	Goal	Event
December 1st	Ascend to Harabah 214F, then return	Tartarus Boss #19, 20
December 2nd	Encounter with Ryoji	

Free Days

December 4-6, 8, 10, 13, 20, 22-23, 25, 27-29

Home Shopping Orders

Date	Item	Price
December 6th	Brand Bag x1, Chewing Soul x1	20,000 yen
December 13th	Omega Drive x1, Mind Supplement x10	89,800 yen
December 20th	Apocalypse x1, Mind Supplement x10	198,000 yen
December 27th	Silver Plate x1, Mind Supplement x10	218,000 yen

1st DEC 2009

Dark Hour

SEES BATTLE LOG

Floor 201, Royal Dancer x3

Make sure you've got plenty of Me Patra Gems, Dis-Charms, and Dis-Poisons on hand. The majority of the attacks these enemies throw at you inflict status ailments. As long as your characters don't get Charmed, you should be okay. It's best if you can use Raphael in this battle, since he comes with Null Charm by default. You can create Raphael by fusing Daisoujou and Ubelluris. Hit these dancers with whatever attacks you like. They have no real resistances to speak of.

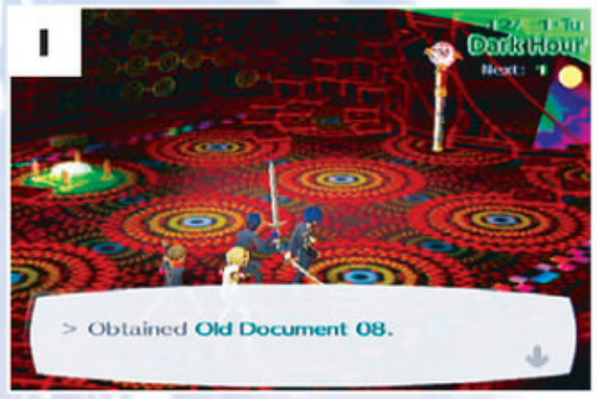
After the battle, make your way up to the 211th floor, then use the transfer device to return to the entrance to heal up, save, and pick out your party members for the upcoming battle. For this next battle you should use Junpei and Aigis, as their assortment of physical attacks will be invaluable.

SEES BATTLE LOG

Floor 211, Reckoning Dice

This is one of the more annoying battles in *Persona 3*. This strange monster is immune to all types of magic, except Almighty, but is vulnerable to physical attacks. It gets really annoying when it uses Tetrakarn to repel all physical attacks. The best way to deal with Tetrakarn is to switch to a Persona, like Kali, that is immune to the types of physical attacks it uses. Use an attack to destroy the barrier, and your own resistances should nullify the reflected damage. You should make the most of your physical attacks by using Matarukaja and Marakunda. Keep your HP above 200 at all times, because you'll never know when you'll be hit with a Megidolaon.

(I) Once you're finished with that battle there's only a few floors left to reach the top and locate the final Old Document.



3rd DEC 2009

Evening

After the events with Ryoji, Aigis will be unavailable until the 30th and you'll be unable to go to Tartarus until the 10th.

7th DEC 2009

After School

Exams will be starting next week, so you won't be able to meet up with Gekkoukan students to improve your Arcana rankings until they are over.

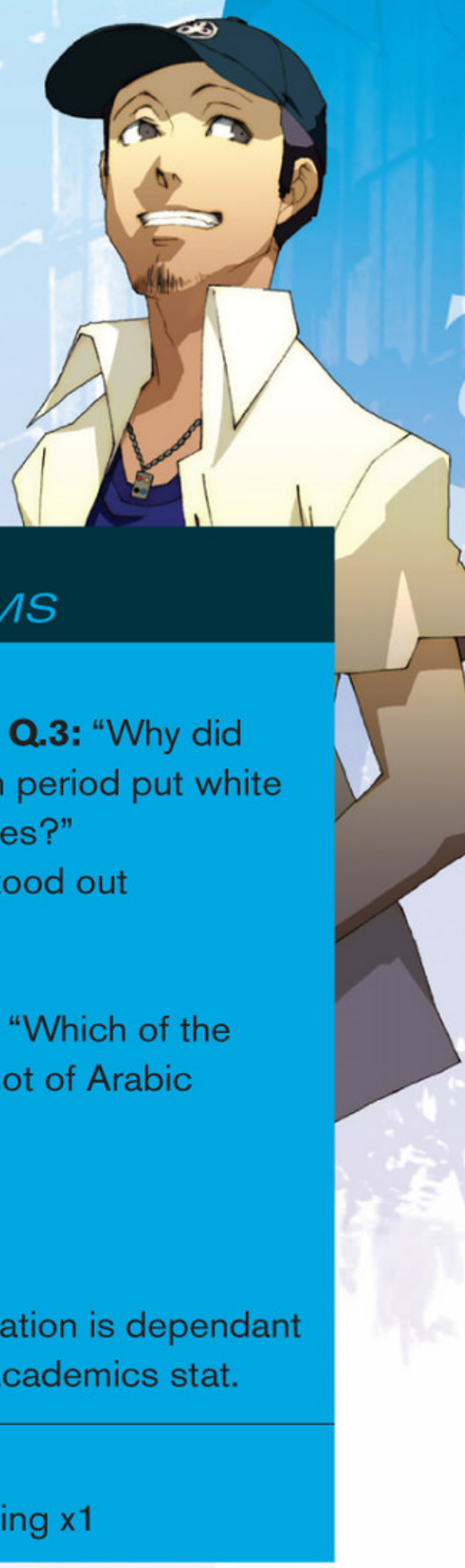
11th DEC 2009

Afternoon

POP QUIZ!!

Junpei: "Did you hear what she said, ____?
Do you know the answer?"
Answer: "Nice."

Charm +2



14th-19th SEMESTER EXAMS

14th:

Japanese History Q.3: "In what year did the Hogen Rebellion take place?"
Answer: 1156

15th:

Chemistry Q.3: "Which of the following is used to make tofu?"
Answer: Magnesium chloride

16th:

Japanese Q.7: "Which of the following is an example of a pseudo-Anglicism in Japanese?"
Answer: Mansion

17th:

Classic Literature Q.3: "Why did the women of Heian period put white makeup on their faces?"
Answer: So they stood out

18th:

Composition Q.4: "Which of the following words is not of Arabic origin?"
Answer: Latte

19th:

Passing this examination is dependant upon your current Academics stat.

Reward for the Top Mark:

Sword of King x1, Cup of King x1, Wand of King x1, Coin of King x1

21st DEC 2009

Afternoon

POP QUIZ!!

Mr. Edogawa: "What sorcery was Himiko said to have used?"
Answer: "Kido."

Charm +2

24th DEC 2009

After School

If your S.Link rank with one of the girls from Gekkoukan is high enough, then she will ask you out on a Christmas Eve date. It is up to you whether to accept the offer, since it counts as a Holiday S.Link event and will improve your relationship with that person. Consult the Gift Data information on the girl you're spending time with on page 106 if you want to know the appropriate thing to give to them.

27th DEC 2009

Daytime

School is out for the winter break, so you can't meet with any Gekkoukan students until the 8th of January.

30th DEC 2009

Evening

(II) When you return to the dorm in the Evening, Aigis will be repaired. When asked if you've made your decision, answer, "Yes, I have."

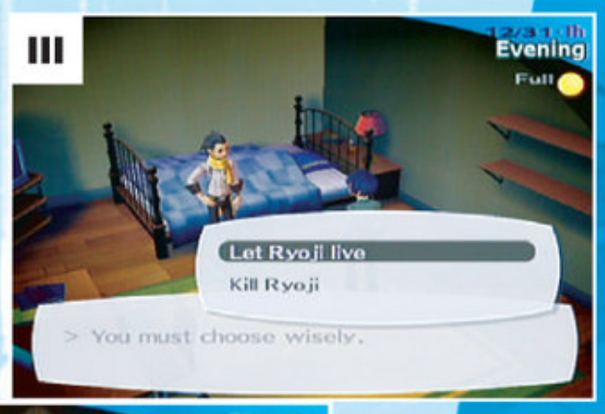
31st DEC 2009

Full Moon Event

Evening

(III) (IV) After telling Mitsuru what your decision is, pass the news on to Ryoji. The choice you make here will determine which ending you'll get. If you decide to "kill Ryoji," you'll immediately receive the alternate ending. If you decide to "let Ryoji live," then the game will continue on into January, the Fool Arcana will reach its maximum level, and you'll receive the S.Link for the Judgment Arcana (see pg. 133).

III



IV

PERSONA3 STORY

CALENDAR JANUARY 2010

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 (p.95)	2
3	4 (p.96)	5	6	7	8 Quiz (p.99)	9 Last Half
10	11	12 Lecture	13	14	15 Lecture New Moon	16
17	18 Quiz (p.99)	19	20	21	22 Lecture First Half	23
24	25 Quiz (p.99)	26	27	28 Lecture	29	30
31 Final Battles (p.99) Full Moons						

1 CONTACT
2 BASICS
3 STORY
4 QUESTS
5 DATA

Weekly S-Link Schedule Reminder

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Maya	Fuuka	Kenji	Hidetoshi	Kenji	Kenji	Fuuka
Tanaka	Hidetoshi	Mitsuru	Old Couple	Mitsuru	Fuuka	Mitsuru
Monk	Old Couple	Old Couple	Yukari	Old Couple	Hidetoshi	Old Couple
Mamoru	Yukari	Kazushi	Yuko	Yukari	Old Couple	Yukari
Akinari	Kazushi	Chihiro	Keisuke	Kazushi	Kazushi	Chihiro
	Maiko	Keisuke	Maiko	Chihiro	Maiko	Yuko
	Tanaka	Maiko	Bebe	Keisuke	Bebe	Maiko
	Mamoru	Bebe	Mamoru	Maiko	Monk	Tanaka
	Nozomi	Tanaka	Nozomi	Monk	Mamoru	Monk
		Mamoru		Mamoru	Nozomi	Mamoru
		Nozomi		Nozomi		Nozomi

Dark Hour Goals and Events

Date	Goal	Event
January 1st	Ascend to Adamah 236F, then return	Tartarus Boss #21, 22
January 4th	Ascend to Adamah 254F, then return	Tartarus Boss #23, 24, 25
January 31st	Ascend to Adamah 263F	End Game

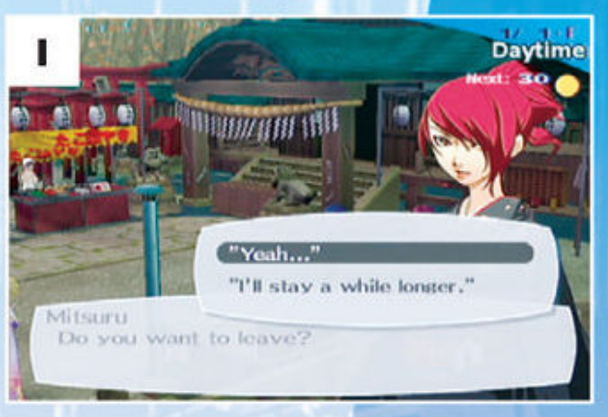
Free Days

January 2-3, 5-7, 9-11, 13-14, 16-17, 19-21, 23-24, 26-27, 29-30

1st JAN 2010

Daytime

(I) Talk to Mitsuru at the shrine when you're ready to leave.



Evening

The sixth and final area of Tartarus will open tonight. Since the game will end on the 31st of this month, get to the top of the tower as quickly as possible, to allow time for leveling up your Personas and characters for the final battle.

Dark Hour

The first goal is on the 220th floor. You'll notice that as you ascend the 6th Block of Tartarus, your S.Link for the Judgement Arcana will grow. See page 133 for details on when this occurs.

SEES BATTLE LOG

Floor 220, Noble Seeker x3

This is a good opportunity to use any Magic Mirrors you have stocked up, since these monsters will use all of the various "-dyne" skills. They take only half damage from magic attacks but take full damage from physical ones, so use skills such as Deathbound to attack them all at once. You should pick a Persona for this fight that isn't weak against Fire, Ice, Wind, or Electricity, such as Gabriel. If a character's weakness is exploited, then that Shadow will follow up with a physical attack that does about 100 damage to all characters. As long as you keep up the pressure with physical attacks, and restore your HP with Mediarahan or Mediarama, you should have an easy time of it here.

If you're low on SP after the previous fight, return to the entrance to restore it and save before heading up to floor 228. If the majority of your teammates are tired, head back to the entrance and swap in some fresh ones, especially Koromaru, for the coming boss battle.

SEES BATTLE LOG

Floor 228, Carnal Snake x3

These giant snakes attack most often with Agi and Mudo skills, so you should have Koromaru and Junpei in this group. Even though these snakes will use the Fire Break skill against you to void your defense, it's still one less turn without taking damage. Use Matarukaja and Marakunda to amplify the damage you can inflict. Be careful when one of those snakes uses Tetrakarn. Get rid of that reflective barrier by switching to a Persona that voids the same type of physical attack it possesses, and attack the snakes.

After the battle, head back to the entrance to heal up and save before resuming your ascent to the 236th floor. On your way, be careful when you run into Vehement Idols and Grand Magi; they have skills that can inflict over 300 damage to all your characters at once. If you see them, either run or snipe their weaknesses before they get a chance to attack. When you arrive at your destination, it's time to call it a night. You have cleared the first third of this block by now, and you'll need a wide variety of fresh characters to choose from for the boss on that floor.

4th JAN 2010

Daytime

You should head to the Police Station to outfit your characters with the latest equipment today, since it will be cheaper. When you're done, return to the dorm, and head to Tartarus tonight.

SEES BATTLE LOG

Floor 236, World Balance

This is pretty straightforward. For the first half of the battle, the World Balance will attack using all the various Ma-whatever-dyne skills against you. Once its HP drops below 50%, it'll start to use Mahamaon, Mamudoon, and Megido skills. Make sure that both your party and the Personas you've chosen can resist or block the World Balance's instant death skills. Horus is a good choice here, since it normally blocks Hama skills and will learn Repel Dark at level 68. You can create Horus by fusing Ubelluris, Hariti, and Ganesha together. As long as you can keep your HP above 225, you shouldn't have too much trouble with this. Attack using Agi, Bufu, Garu, and Zio skills.

Keep going up the tower, as your next foe waits on the 244th floor.

SEES BATTLE LOG

Floor 244, Fierce Cyclops x3

This can be pretty tough, since the Fierce Cyclopses will only take full damage from Piercing, Electrical, Wind, or Almighty attacks. They use various electrical and physical skills, so Ken, Mitsuru, and Akihiko are a good party for this battle. You can also use Yukari if she's equipped an item that resists Zio. The Cyclopses' attacks can do a lot of damage, even without Power Charge. If all three of them use Vorpal Blade on the same turn, it's game over. You can help prevent this from happening by using an Attack Mirror or Arahabaki's Tetrakarn. (You can only create Arahabaki via a special fusion after you've mastered the Hermit Arcana; see pg. 30.) Your other characters may still be in danger since the barrier only guards against one attack, so switch to a Persona such as Chernobog, who can block or repel Slash attacks. Be careful not to kill all three Cyclopses at the same time, because if their HP falls to a certain point, they'll sacrifice themselves to use Last Resort. You want to avoid letting them all use Last Resort at the same time, or you'll go down with them.

Head back to the entrance to heal and save before going up to the 252nd floor.

SEES BATTLE LOG

Floor 252, Jotun of Grief

The most troublesome aspect of this battle is that the boss drains every attack you throw at it, except for Piercing and Almighty. In order to make this fight a little fairer for you, you really should have some "Break" skills on hand to get rid of the Drain property of his defense, so you can damage him. Make sure that the Persona you're using in this fight has Null Rage. Uriel has this skill and fusing Cu Chulainn, Ubelluris, and Ganesha together can create him. If your main character ever gets Enraged, it could spell the end for you. If Ken or Yukari gets Enraged you can either leave them be and revive them later, or you can use a Dis-Rage to prevent them from getting knocked unconscious. If any character besides those two gets Enraged, use a Dis-Rage immediately. It can be quite aggravating to constantly have to make sure your characters don't get Enraged, but as long as you can use those Break skills and get attacks in to damage the Jotun, the battle should be fairly easy. Keep in mind that he sometimes uses Megidolaon, which will shave off around 250 HP, so have Mediarahan or a Bead Chain ready to use at any time.

Now that all the Guardians inside Tartarus have been defeated, head on up to the 254th floor. The last barricade is located here, and it won't open until the fated day of January 31st. When you return to the entrance, you'll see a large door to the right of the staircase. This leads to an unknown block of Tartarus called Monad. Do not enter here right now, as the enemies are incredibly powerful. However, they also guard the strongest equipment in the game.

Instead, save and return to the dorm. From now until January 31st, you can train your characters in Tartarus and complete Elizabeth's last requests. See pg. 144 for details on the optional bosses in Monad.Make sure you're fully prepared for the final battles. There's no turning back, and if you lose, you'll have to start all over again. Don't take the last battle lightly, as it can take a very long time.

8th JAN 2010

Morning

POP QUIZ!!

Ms. Toriumi: "Tell me which is correct: 'He isn't', or 'He's not'?"
Answer: "They're both correct...?"

Charm +2

18th JAN 2010

Morning

POP QUIZ!!

Mr. Edogawa: "I mentioned two Greek sorceresses. One was Medea; who was the other?"
Answer: "Circe."

Charm +2

25th JAN 2010

Morning

POP QUIZ!!

Mrs. Terauchi: "What's the best way to say farewell to a teacher?"
Answer: "Arigatou gozaimashita!"

Charm +2

31st JAN 2010

Full Moon Event

II

Evening

(II) After the group gets together in the meeting room, talk to Mitsuru when you're ready to go to Tartarus.

Dark Hour

Climb up to the 258th floor, where you'll encounter Jin.

SEES BATTLE LOG

Floor 258, Jin

Jin's alone this time, and like the first time you fought him, he doesn't have much in the way of effective attacks. One good tactic for this fight is to bring one character that's weak against Fire, and three others that can block it. If Jin notices the weakness, he'll start using Agidyne or Maragion. If you focus on healing your weak character, the other two members of your party are free to attack Jin.

Warp back to the entrance and save. Resume your climb to find Takaya on the 262nd floor.

SEES BATTLE LOG

Floor 262, Takaya

If you have the Makarakarn skill or some Magic Mirrors on hand, then this battle will be a piece of cake. Takaya tends to only attack with his gun or magic. He has no strengths or weaknesses, so you're free to hit him with anything. He may use Mind Charge and Megidola periodically, so keep your HP above 300 just in case. Most of the time, Takaya will just be hitting himself with his own skills thanks to your magic barriers.

All floors inside Tartarus have now been cleared. The last battle with Nyx is waiting for you on the tower's roof, so head back to the entrance, save, and do any last minute adjustments you feel you need to do before the final battle.

FINAL BATTLE

The battle with Nyx is very long. Over the course of the battle, Nyx changes her Arcana, and thus her skill-set and defensive properties. She'll go through the first thirteen Arcana in the following order:

Fool (0): Nyx will just stand by and do nothing for the time being. Take note that when you press R1 to look at the turn order, you'll notice that she'll always get two turns in a row for the duration of the battle. Keep this in mind when planning what you should do in a dangerous situation. For now, just attack until her Arcana changes.

Magician (I): In this mode Nyx uses all Agi skills, along with Fire Break. She also absorbs Fire attacks. Switch to a Persona that can block Fire attacks and designate a character to heal if your current Persona is incapable of it.

Priestess (II): This mode is similar to that of the previous one, except Nyx will now focus on using Bufu skills against you. Switch your Persona accordingly to defend against Ice, while you continue to attack Nyx.

Empress (III): Like the ones before it, this is Nyx's Wind-based Arcana. If the battle is going too slowly for you, try using a Break skill to get rid of the defense that Nyx has against a certain element, and use Makarakarn or a Magic Mirror.

Emperor (IV): This is the Electrical Arcana for Nyx. Nothing much has really changed. One word of warning: just before you defeat this Arcana form, use an Attack Mirror if you have one.

Hierophant (V): You need the Physical Attack barrier from the Attack Mirror at the start of this form, because Nyx increases the occurrence of critical hits, which she will use against you. She doesn't take damage from Strike attacks, but that's okay, as none of her attacks are Strikes. Keep your HP above 300 during this form, but don't use all your Attack Mirrors; keep a few for later on in the battle.

FINAL BATTLE

Lovers (VI): If your HP and SP are running low at this point, you should use a Soma now. This form of Nyx blocks Wind attacks and uses either Panic or Charm skills, followed by a moderately damaging Almighty attack. Make sure that your main character has the Persona Raphael to protect him against getting Charmed. Use Tetrakarn, or another Magic Mirror, just before you defeat this Arcana as Nyx has a nasty surprise in store for you when she changes.

Chariot (VII): Nyx can use Power Charge in this form and has a couple of devastating physical attacks. Since Nyx gets two turns in a row, this form can be quite a handful to deal with. If you have a fully leveled up Abaddon, he will be invaluable here. Do your best to keep your teammates protected and alive during this form. Use Marakukaja and Tetrakarn often.

Justice (VIII): A lot of Hama skills will get thrown your way during this form, so use Makarakarn or Magic Mirrors to ensure they don't affect your party. Nyx is immune to both Agi and Bufu skills here, so use Zio, Garu, and physical attacks.

Hermit (IX): Things start to get a little more difficult in during this mode. Nyx can use Tetrakarn and Makarakarn, though thankfully she won't use them right after each other. As always, bring down the barrier by attacking her with an attack you can block once it gets reflected. The other annoying thing is that she'll be using Mudo skills along with Poison and Panic skills, so expect to use a lot of Dis-Poisons and Me Patra Gems. Don't use Wind attacks while this Arcana is active.

Fortune (X): When Nyx shifts to this Arcana, she will only be harmed by physical and, of course, Almighty attacks. She can use all Agi, Bufu, Garu, and Zio skills here, so expect to have your weaknesses hit a lot. Makarakarn can be useful in keeping your allies on their feet, rather than constantly being knocked down. Use multi-hit physical attacks to speed things along, as you don't want to spend too long getting beat down by Nyx at this point in the fight.

FINAL BATTLE

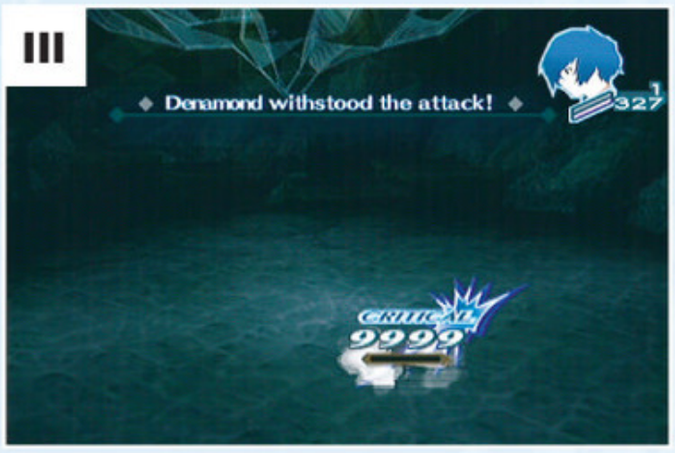
Strength (XI): Nyx will now make herself invulnerable to physical attacks. This form is like Chariot, only now she'll occasionally use Rakunda against you. Try to take this form out as fast as possible with magic attacks, and use Tetrakarn or an Attack Mirror in anticipation of her using Power Charge. Your SP will dry up pretty fast while fighting this form, so don't hesitate to use Soma here either. There are only two more forms left.

Hanged Man (XII): Nyx can get quite nasty here, as she won't hesitate to use Mind Charge followed immediately by Megidola to inflict close to 300 damage against your crew. Keep your HP around the 350 mark to be on the safe side or use Marakukaja to lessen the damage. Use a Persona here that can block Mudo skills, and attack with magic. Physical attacks won't work as well as you'd expect them to here. Just one more form to go!

Death (XIII): Don't let the previous forms lure you into thinking this form is just as easy. Nyx will now give herself four times the amount of HP she had in her previous form, and halves all damage, except for Almighty. You will need to use Break skills here, unless you want to make this fight any longer than it already is. Nyx will use "-dyne" skills along with an occasional Poison Mist or Almighty Attack. Amrita can easily deal with any Poisoned characters, and Makarakarn can help prevent Nyx from getting "1 More" attack. At some point during the battle Nyx will activate Moonless Gown; heed Fuuka's advice and set all your characters' tactics to Stand By or Heal/Support. Use this period of time to heal up, and buff your party. Once the Gown is lifted, you can re-assign tactics to your characters. When Nyx is close to dying, she'll start to use Night Queen against your party. This attack will do about 250 damage and can inflict a random status ailment on each character. Do your best to get recovered and ready for the next turn by using Amrita and Mediarahan, or you could be in serious danger of losing here. The bad statuses you want to avoid most are Enrage and Charm. If you can routinely recover from Night Queen, you should have no problems finishing off the last of Nyx's HP.

Epilogue:

After the battle, there will be a few minutes of cutscenes. When Igor asks if you can hear the voices of the people you've met, tell him that you can.



(III) Later on you'll confront the essence of Nyx with your newfound power. This fight is just a gimme, as it's impossible for you to die. Just keep attacking until your friends restore your HP to full, and then use the skill Great Seal to finish off Nyx for good.

The story will resume on the 3rd of March. After school is over, keep returning to the dorms and go to sleep until the 5th rolls around to watch the game's ending. When you grow tired, close your eyes to watch the Staff Roll. We know that sounds weird, but just take our word for it.

Final

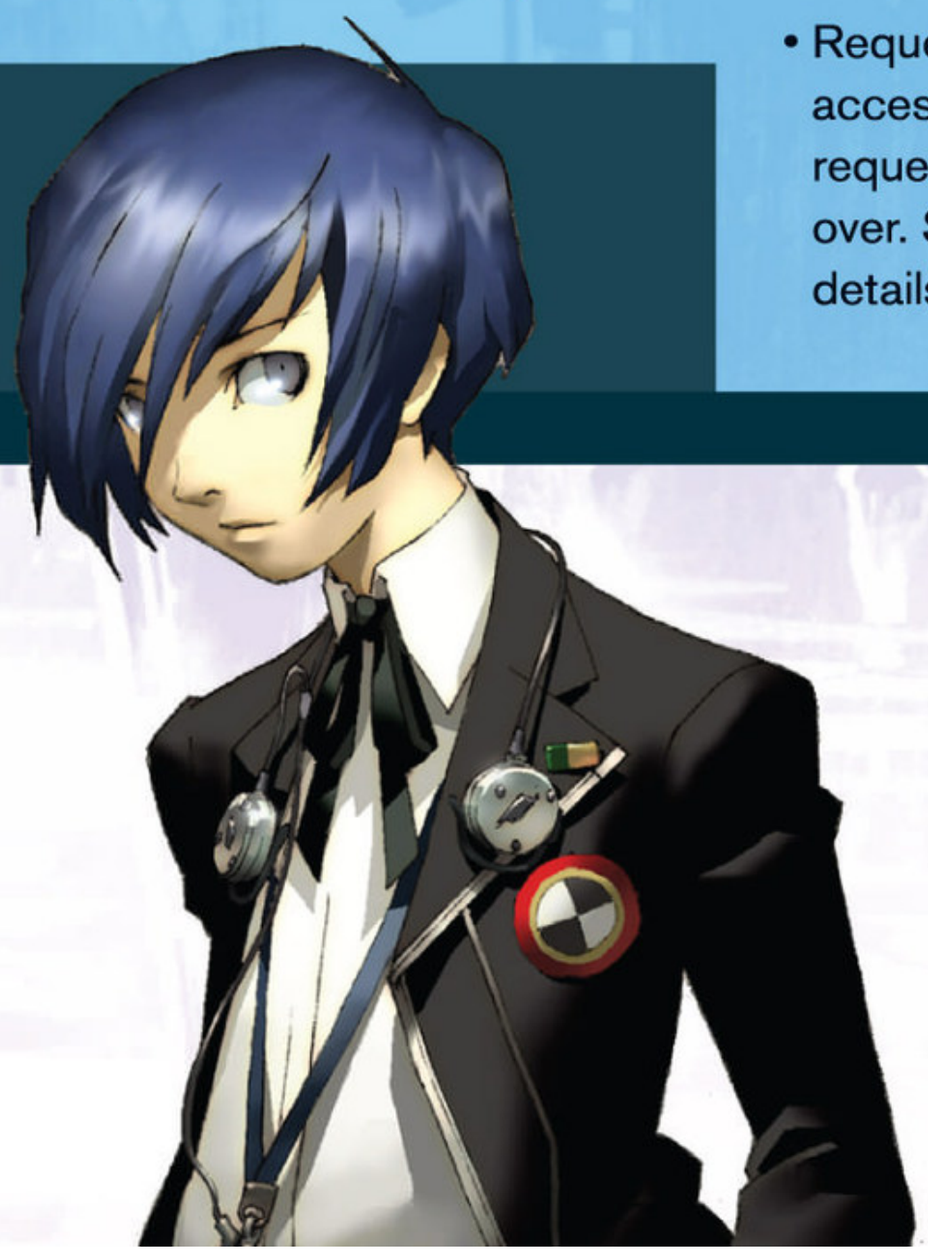
ENCOUNTERS - FINAL BATTLE

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Almighty	Light	Dark
Final Boss	Nyx Avatar	Fool	76	1500	?	-	-	-	-	-	-	-	-	Block	Block
Final Boss	Nyx Avatar	Magician	76	1500	?	-	-	-	Drain	-	-	-	-	Block	Block
Final Boss	Nyx Avatar	Priestess	76	1500	?	-	-	-	-	Drain	-	-	-	Block	Block
Final Boss	Nyx Avatar	Empress	76	1500	?	-	-	-	-	-	-	Block	-	Block	Block
Final Boss	Nyx Avatar	Emperor	76	1500	?	-	-	-	-	-	Block	-	-	Block	Block
Final Boss	Nyx Avatar	Hierophant	76	1500	?	-	Block	-	-	-	-	-	-	Repel	Repel
Final Boss	Nyx Avatar	Lovers	76	1500	?	-	-	-	-	-	-	Block	-	Block	Block
Final Boss	Nyx Avatar	Chariot	76	1500	?	Block	Block	Block	-	-	-	-	-	Block	Block
Final Boss	Nyx Avatar	Justice	76	1500	?	-	-	-	Block	Block	-	-	-	Repel	Block
Final Boss	Nyx Avatar	Hermit	76	1500	?	-	-	-	-	-	-	Block	-	Block	Block
Final Boss	Nyx Avatar	Fortune	76	1500	?	-	-	-	Block	Block	Block	Block	-	Block	Block
Final Boss	Nyx Avatar	Strength	76	1500	?	Block	Block	Block	-	-	-	-	-	Block	Block
Final Boss	Nyx Avatar	Hanged Man	76	1500	?	Resist	Resist	Resist	-	-	-	-	-	Block	Block
Final Boss	Nyx Avatar	Death	76	6000	?	Resist	Resist	Resist	Resist	Resist	Resist	Resist	-	Block	Block
Final Boss	Nyx	Death	99	10000	?	Resist	Resist	Resist	Resist	Resist	Resist	Resist	Resist	Resist	Resist

After the credits roll, you'll be given the option to save your cleared game data. When you continue from this cleared data, you'll begin the game's second cycle. Certain things will be transferred from your clear file when you start the game over from the beginning again.

Second Cycle *New Game+ Mode*

- The main character's current level, stats, and equipment will carry over. However the stats, levels, current equipment, and abilities of your allies will not.
- You'll keep the money and equipment you were carrying when you finished the game, but not any consumable items you had left. The Key Items from story events won't carry over.
- The restricted Personas you unlocked with maxed S.Links in the previous cycle will carry over into the second cycle. However, you will still need to establish and grow your S.Links as you normally would.
- The Persona Compendium, once it becomes available, will hold all the Personas you registered during the previous cycle.
- During the April 8th Full Moon event, Yukari won't give you a sword, because you'll still have the one you had at the end of the previous game.
- If you got the January 31st ending, rather than the December 31st one, then the Tartarus Block of Monad will be accessible on April 21st.
- Request #55 from Elizabeth will be accesible. However, none of the requests you completed will carry over. See page 144 for further details on Request #55.



SOCIAL LINK DATA

S.Links play a vital role in the game, because the strength of your S.Links has a direct influence on the starting levels of the Personas that you create via fusion. The information presented here in this section explains which choices you should make with the characters you establish S.Links with, to get them matured as quickly as you can. The following table will help you identify the earliest time that you can establish a new S.Link.

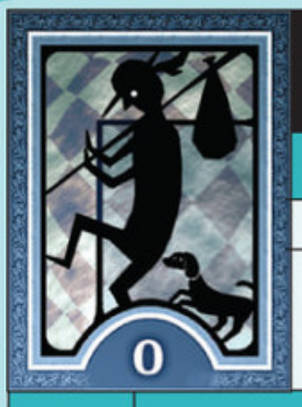
S.LINK TIMELINE

S.Link Arcana	Earliest Time to Acquire
Fool	April 18th
Magician	April 22nd
Priestess	Fortune must be at Rank 1, and Courage at Rank 6
Empress	November 21st, and Academics at Rank 6
Emperor	April 27th
Hierophant	April 25th
Lovers	July 24th, and Charm at Rank 6
Chariot	April 23rd
Justice	Emperor must be at Rank 1
Hermit	April 29th
Fortune	June 17th
Strength	Chariot must be at Rank 2
Hanged Man	May 6th
Death	June 12th
Temperance	Hierophant must be at Rank 3, and Academics at Rank 2
Devil	Charm at Rank 4, and Hermit must be at Rank 4
Tower	Talk to Yuko when Strength is at Rank 4
Star	August 3rd
Moon	Talk to Kenji when Magician is at Rank 3, and Charm at Rank 2
Sun	On August 8th, Hanged Man must be at Rank 3, and Academics at Rank 4
Judgement	December 31st

What follows now is an explanation on how to read the various tables in this section and what they all mean.

SOCIAL DATA LEGEND

SOCIAL LINK:	Identifies the Arcana the Social Link represents along with the title of the person you've established it with.
DAYS AVAILABLE:	Lists the days of the week you can meet with this person to improve your S.Link Rank. Some restrictions apply to certain characters. For instance, any Gekkoukan students that you maintain links with will be unavailable for up to two weeks until exams are over, or if there's a school holiday being observed.
MEETING LOCATION:	Describes where you may find the person in question, along with a screenshot of their location. [Normally] Indicates that this is the usual place to find them in order to improve your friendship. [Reconcile] Indicates the location you can find them if your friendship with them has become Broken or Reversed.
RANK 10 PERSONA:	This is the Persona you'll be able to create once you've matured that particular S.Link.
EVENT FOR "REVERSE" CONVERSATION:	During a Reversed friendship, you will not be able to improve it until you've Repaired it. If your friendship with a person has become Reversed, then you need to give the correct response during this conversation to Repair it. A friendship will become Reversed if you cancel plans for a Holiday Event, or if you do not go out with that person for 60 days. Also note that if you don't go out with Fuuka (Rank 7+), Mitsuru (Rank 6+), Yukari (Rank 6+), Chihiro (Rank 5+), or Yuko (Rank 7+) for 45 days, then you'll have Reversed the friendship with them. Lastly, there are a few conversation choices that can immediately Reverse a friendship. During a Reversed friendship you can only offer to talk with them once a day, and it may take up to three attempts before they'll talk to you.
EVENT FOR "BROKEN" CONVERSATION:	A Broken friendship is similar to a Reversed one, except it can only happen to any of the girls you're seeing once your friendship with them has exceeded a certain point and you give the wrong response during a Reverse Conversation Event. Like a Reversed friendship, you can only try to talk to the girl once each time and it may take two or three attempts before they'll talk to you. In order to mend a Broken friendship, you'll need to reply correctly three times in a row. (O) is a correct reply, and (X) will break off the conversation and reinstate the Broken status of the friendship.
NORMAL MEETING EVENTS:	These are the events in which your S.Link rank will improve.
Rank:	Indicates the event that takes place when your S.Link will improve to that rank.
Advancement Table:	For S.Links that improve naturally over the course of the game without your input. The dates listed indicate what Rank that S.Link will become. A dash indicates that that Rank is skipped in favor of a higher rank.
Questions and Answers List:	This details all the Responses you can give to each comment made during the Rank Up event. Points in brackets indicate by how much your friendship increases when you make that choice.
TOTAL PT TO NEXT:	Lists the running point total of all actions you make that concern this S.Link. The point total indicates how many accrued points you need to reach after a Normal Event to trigger the next Normal Event. When you've reached the target number of total points for a Normal Event, any points over that total will not count, and you'll only start accruing points after the event has started. Simply meeting with a friend when no event takes place increases your points by ten. If you talk with that person and you're carrying around a Persona of the same Arcana then the points you'll earn will be increased by 50%. Any half points will be rounded down to the next whole number.
HOLIDAY MEETING EVENTS:	Sometimes one of your friends from Gekkoukan High will phone you just before you go to bed to arrange a meeting during a day off from school. This lists all those events that can happen with that person.
Rank:	Indicates what the conversation will be if your S.Link is at that Rank. Dashes indicate that a Holiday Event is not possible with that person at that rank (i.e. they won't phone you if your S.Link is at that Rank).
Questions and Answers List:	This lists the responses you can make during this event and how many points will be added to your total. Note that the answers here are worth a lot of points.
GIFT DATA:	During a Holiday Event with a Gekkoukan girl, you will be given the option of giving them a gift before the event is over. This list details how much each item will increase your friendship with that girl. Be very careful with the gift-giving menu, since you cannot back out of any submenus once you enter one. If you go into the wrong Gift Type submenu, you will be forced to give one of those gifts.



SOCIAL LINK:
FOOL (0)
SEES

RANK 10 PERSONA: SUSANO-O

DAYS AVAILABLE: N/A

MEETING LOCATION:
N/A

Rank	ADVANCEMENT TIME	Total pt Next
1	April 18th	-
2	April 20th	-
3	May 9th	-
4	July 7th	-
5	July 23rd	-
6	November 2nd	-
7	November 4th	-
8	-	-
9	December 28th	-
10	December 31st	-

SOCIAL LINK:
MAGICIAN (I)
CLASSMATE

RANK 10 PERSONA: SURT

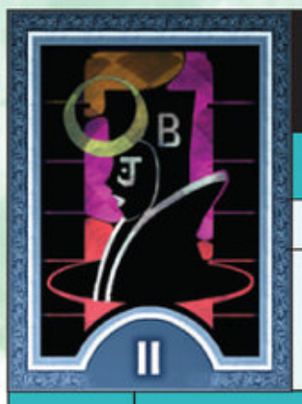
DAYS AVAILABLE: Tuesday, Thursday, Friday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Classroom 2-F
[Reconcile] Gekkoukan Highschool / First Floor Main Lobby

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Gained on April 22nd.	-
2	"So, can you, like, go into Yukari-san's room and stuff?"	1
	<Response> "Of course." (0 pt), "No." (+5 pt), "That's a secret." (+5pt)	
	"When it comes to women, I like them to be older than me. What about you?"	
	<Response> "I like older women." (+5 pt), "I like girls my age." (0 pt), "I like them all." (+5 pt)	
3	"Tch! Dude, I'm so sick of this..."	26
	<Response> "What, ramen?" (0 pt), "What, school?" (0 pt), "What, life?" (+15 pt)	
	"Well, _____, that settles it. I'm gonna get myself a girlfriend!"	
	<Response> "You can't do it." (0 pt), "Go for it." (+5 pt)	
4	"Hey, thanks for coming, man. Can you wait here for a sec?"	51
	<Response> "Sure." (0 pt), "Why?" (0 pt)	
	"I'm gonna go ask Ms. Kanou out right now!"	
	<Response> "Good luck." (+15 pt), "Don't do it." (0 pt), "Whatever." (0 pt.)	
5	"Yeah, good-looking people are just attracted to one another. It's like they're meant to be together."	76
	<Response> "...Oh really!?" (+5 pt), "I agree." (+15 pt), "Good-looking...?" (0 pt)	
6	"Sorry man, I'll have to pass."	101
	<Response> "Huh?" (0 pt), "Why?" (0 pt)	
	"I mean getting into college is more important than hanging out, right? Don't you think about the future?"	
	<Response> "I have 30-year goals." (+15 pt), "Yeah, more than you do." (0 pt), "The future is the past." (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
7	"*sigh* I can't eat."	126
	<Response> Ask what's wrong (+5 pt), Eat his food (0 pt)	
	"I saw a magazine on Emiri's coffee table. Guess what it was called..."	
	<Response> "In Fashion Magazine." (0 pt), "Occult Living Magazine." (0 pt), "Bride-To-Be Magazine." (+5 pt)	
	"So whaddaya think, _____?"	
	<Response> "That's great. Congrats!" (+5 pt), "You're rushing things." (0 pt), "Whatever." (0 pt)	
8	"H-Hey, man... S-Sorry I asked you to come here... I, um... Oh neve rmind..."	151
	<Response> "Spit it out.", "Are you in trouble?"	
	"Emiri is beign transferred to a school in Kyushu... Wh-What should I do, dude?"	
	<Response> "You should go with her." (+5 pt), "You should talk to her." (+5 pt), "That's your problem." (0 pt)	
9	>What will you do?	176
	<Response> Console Kenji (0 pt), Confront Emiri (+15 pt), Laugh at Kenji (0 pt)	

Rank	HOLIDAY MEETING EVENTS Questions and Answers List
2	"Not bad... Not bad at all! But, there are some things you could do to look better..."
	<Response> "That's rude." (+15 pt), "Like what?" (+30 pt), "I don't care about that." (0 pt)
3	"Well, whaddaya think? Isn't that a great plan!?"
	<Response> "That's not gonna work," (0 pt), "Yeah, It's perfect!" (+15 pt), "Think of something else." (+30 pt)
4	"D-Don't laugh okay...? But, uh, I wanted to know if, um... if you've ever kissed a girl before..."
	<Response> "Of course." (0 pt), " No, never." (+30 pt), "Only since I was 13!" (+15 pt)
5	"She must be afraid of catching it from me...But, it's not contagious is it?"
	<Response> "Yeah, it is." (0 pt), "No, it's not." (+30 pt), "I don't know." (+15 pt)
6	"That was the last beef bowl I'm ever gonna eat!"
	<Response> "....." (+15 pt), "Why?" (+30 pt), "Don't be an idiot." (0 pt)
7	"... Do you think I can make her happy?"
	<Response> "Definitely!" (+15 pt), "Just do your best." (+30 pt), "No." (0 pt)
8	"Maybe that's what I have..."
	<Response> "Yeah, maybe." (0 pt), "No, you don't." (+15 pt), "Don't worry so much." (+30 pt)
9	"Can you just forget about it?"
	<Response> "Sure." (+30 pt), "No can do." (0 pt), "Forget about what?" (+15 pt)



SOCIAL LINK: FUUKA YAMAGISHI

PRIESTESS (II)

RANK 10 PERSONA: SCATHACH

DAYS AVAILABLE: Monday, Friday, Saturday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Second Floor Hallway
[Reconcile] Gekkoukan Highschool / Near Culture Club Rooms on First Floor Hallway

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	After having made the S.Link with Keisuke on June 17th, talk to Fuuka during After School hours when your Courage is at "Badass" (Rank 6). Accept her offer to taste some of her cooking.	-
2	"Maybe I should give him some food. What do you think, _____-kun?	1
	<Response> "Sure." (+15 pt), "No!" (0 pt)	
3	"Everything I make still tastes terrible..."	31
	<Response> "I believe in you." (+15 pt), "Yeah, you're a bad cook." (0 pt), "It can't all taste terrible." (0 pt)	
	"But, there probably aren't any in the library..."	
	<Response> "Go to the bookstore." (0 pt), "I'll help you find some." (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT.) Questions and Answers List	Total pt Next
4	"*sigh* I just wish I was good at something."	71
	<Response> "I'm sure there's something." (0 pt), "Well, you have a Persona." (0 pt)	
	"Not to mention I'm kind of embarrassed by it all. I mean, it's not a very feminine hobby."	
	<Response> "Yeah, I agree." (0 pt), "Oh, I don't think so." (+15 pt)	
5	"W-Well, h-how does it taste?"	126
	<Response> "It's really good." (+5 pt), "You did a great job." (+15 pt)	
	"You've taught me so much, _____-kun. Thank you for everything..."	
	<Response> "I'm glad I could help." (+5 pt), "I didn't teach you anything." (+5 pt)	
6	"Just for a little while...?"	181
	<Response> "Okay." (+15 pt), "Aren't you overdoing it?" (0 pt)	
7	"That it's been a while sicne I've been in a bookstore..."	236
	<Response> "Yeah, I remember." (0 pt), "We were just in one..." (0 pt)	
	"I guess what I'm trying to say is..."	
	<Response> It's okay. Just calm down." (0 pt), "You don't have to say it." (0 pt)	
8	Why are you always so positive, _____-kun?	291
	<Response> "I believe in myself." (+5 pt), "It's just my personality." (+5 pt), "I've never thought about it." (+5 pt)	
	I want to be with you, _____-kun..."	
	<Response> "Follow your heart." (+5 pt), "I want to eb with you too." (+15 pt), "We've always been friends." (+5 pt)	
9	"I was so happy to hear that that I started to cry..."	346
	<Response> "That's great." (0 pt), "Ahaha! That's funny," (0 pt)	
	"You feel the same...?"	
	<Response> Nod (0 pt), Hug her (0 pt)	

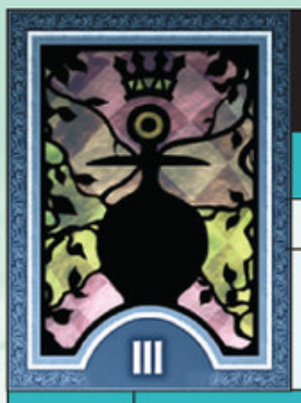
Rank	HOLIDAY MEETING EVENTS Questions and Answers List
2	-
	-
3	-
	-
4	"Do you prefer watching movies at the theater or at home on DVD?"
	<Response> "At the theater." (+15 pt), "At home on DVD." (+30 pt), "I don't like movies." (0 pt)
5	"What do you usually do on your days off?"
	<Response> "Stay in my room." (+15 pt), "Spend time with friends." (+30 pt), "Um, I don't remember." (0 pt)
6	"Would you want me to cook something with powdered habu venom in it, _____-kun?"
	<Response> "I sure would!" (+15 pt), "Nah, that sounds gross." (+30 pt), "It's up to you." (0 pt)
7	"Have you ever filleted a fish before?"
	<Response> "Yeah, I'm not too bad." (+30 pt), "Never tried it." (0 pt), "I don't like fish." (+15 pt)
8	"So, do you think there's any way to connect music to cooking?"
	<Response> "Yeah, I think so." (+30 pt), "Nope, don't think so." (+15 pt), "I couldn't care less." (0 pt)
9	"You've been awfully friendly with the girls around here lately, haven't you..."
	<Response> "N-No, I haven't." (+30 pt), "....." (0 pt), "What're you talking about?" (+15 pt)

Type	GIFT DATA Item	Pts
Flowers	Glass Vase	+50
Fashion	Brand Bag	+50
Flowers	Red Pine Bonsai	+10
Flowers	Mini Cactus	+10
Fashion	Brand Purse	+10

Type	Item	Pts
	GIFT DATA (CONT)	
Fashion	Brand Watch	+10
Antique	Teddy Bear	+10
Antique	Japanese Doll	+10
Antique	Kaleidoscope	+10
Other	Book Cover	+10
Other	Ganesha Bank	+10
Flowers	Rose Bouquet	+0
Fashion	Perfume	+0
Antique	Goggle-eyed Idol	+0
Other	Jack Frost Doll	+0
Other	Lucky Charm	+0

Rank	EVENT FOR "REVERSE" CONVERSATION Questions and Answers List
Before Rank 7	>What will you do?
	<Response> Apologize profusely (X) Wait until she apologizes (Repair), Talk about school (Repair)
Rank 7 and onwards	"If you don't have feelings for me anymore, then..."
	<Response> "We should break up." (Broken), "It's a misunderstanding." (Repair)

EVENT FOR "BROKEN" CONVERSATION Questions and Answers List
"Yes, what is it?"
<Response> "I want to be with you." (0), "I miss you." (X), "Give me another chance." (X)
"Then how do you explain what you did in the past?"
<Response> "I'm sorry." (X), "Please believe me." (X), "I won't hurt you again." (0)
"Who am I to you?"
<Response> "Someone I can hang with." (Repair), "A special friend." (X), "My girlfriend." (X)



SOCIAL LINK: MITSURU KIRIJO

EMPRESS (III)

RANK 10 PERSONA: ALILAT

DAYS AVAILABLE: Tuesday, Thursday, Saturday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / First Floor Office Hallway
[Reconcile] Gekkoukan Highschool / First Floor Main Lobby by the notice board

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	After November 21st, talk to Mitsuru when your Academics stat is at Rank 6 and accept her offer to talk with you.	-
2	>Mitsuru seems nervous.	22
	<Response> "Is this your first time?" (+5 pt), "Can you eat with your hands?" (+5 pt)	
3	>Mitsuru seems dejected.	43
	<Response> Treat her to takoyaki (0 pt), Ask her to treat you (+5 pt)	
	"Perhaps he's just maturing."	
	<Response> "Does that make you sad." (+5 pt), "Does that make you happy." (+15 pt)	
	"I can't explain why though..."	
	<Response> "Maybe you're in love." (+5 pt), "Maybe you're anxious." (+5 pt), "Maybe you're sad." (+5 pt)	
	"Sorry for subjecting you to my incoherent ramblings... Please forget what I just said."	
	<Response> Cheer her on (0 pt), Agree to forget about it (+5 pt)	

NORMAL MEETING EVENTS (CONT)

Rank	Questions and Answers List	Total pt Next
4	"Soon we'll be looking back nostalgically on these times..."	43
	<Response> "Are you going to college?" (0 pt), "Did something happen?" (+5 pt)	
	"What are your thoughts on marriage?"	
	<Response> "It's the result of love." (+15 pt), "It's a social agreement." (0 pt), "It's based on compromise." (0 pt)	
	"Do you disagree?"	
	<Response> "Do you have a boyfriend?" (0 pt), "That's a tough one." (0 pt)	
5	"I find it interesting that so much thought is put into the design and construction of a movie theater."	64
	<Response> "... Sadi the rich girl." (0 pt), "I'm glad you enjoyed it." (+15 pt)	
	"She's also more suited to ride a motorcycle..."	
	<Response> "A motorcycle?" (+15 pt), "And you're not?" (+5 pt)	
	>Mitsuru seems happy.	
	<Response> "Mitsuru's motorcycle..." (0 pt), "Let's go for a ride." (+15 pt)	
6	>Mitsuru is looking at the bookshelf."	85
	<Response> "Looking for a specific book?" (+5 pt), "Can I get a book for you?" (+15 pt), "What are you doing?" (0 pt)	
	"It's the best solution for everyone involved."	
	<Response> "You gotta be kidding..." (0 pt), "That's news to me!" (+5 pt)	
	"So I won't run from my destiny."	
	<Response> "You have to reconsider." (+15 pt), "I'll do something about it." (+5 pt)	
7	"Or is that being selfish?"	106
	<Response> "Let's do it!" (+15 pt), "Are you sure it's okay?" (+5 pt)	
8	"Somewhere far away, where no one knows who you are?"	127
	<Response> "Yes." (0 pt), "No." (0 pt)	
	"... Hypothetically?"	
	<Response> "No, I don't think so." (0 pt), "Yes, definitely." (0 pt)	
	>Mitsuru is trembling with anger.	
	<Response> Calm Mitsuru down (0 pt), Say something to the guy (+15 pt)	
	>Mitsuru is leaving... What will you do?	
	<Response> Stop her (+15 pt), Grab her fiance (+15 pt)	
9	"I'm so sorry about what happened the other day."	148
	<Response> "What are you talking about?" (+5 pt), "Don't worry about it." (+5 pt), "That makes me happy." (+15 pt)	

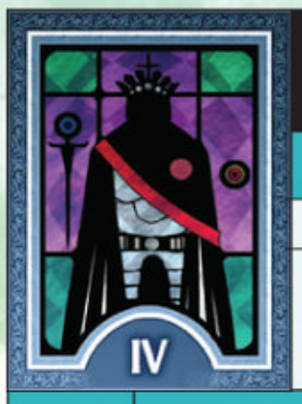
HOLIDAY MEETING EVENTS

Rank	Questions and Answers List
2	-
	-
3	"How much does a game like that cost?"
	<Response> "You're gonna buy one?" (+15 pt), "I don't know." (0 pt), "You have a motorcycle." (+30 pt)
4	"Are you in a hurry to go home?"
	<Response> "Yes, actually." (0 pt), "Not at all." (+15 pt), "...Why?" (+30 pt)
5	"Would you mind telling me who your favorite musical artist is?"
	<Response> "Why?" (+30 pt), "Tell me yours." (+15 pt), "I don't listen to music." (0 pt)
6	"To be honest, I don't know what I'm doing... What is it that I'm feeling for you?"
	<Response> "It's love, baby." (+15 pt), "It's just friendship." (0 pt), "Don't worry about it." (+30 pt)
7	"Since manga aren't that expensive, why don't people just buy them?"
	<Response> "It's a nice environment." (+15 pt), "It's a little cheaper." (0 pt), "Lack of storage space." (+30 pt)
8	"Are you interested in anyone?"
	<Response> "Yes, I am." (0 pt), "No, I'm not." (+15 pt), "Yeah, you!" (+30 pt)
9	"_____..."
	<Response> "What's up?" (0 pt), "Did you say my first name?" (+30 pt), "Wanna go somewhere else?" (+15 pt)

GIFT DATA		
Type	**Item**	**Pts**
Antique	Japanese Doll	+50
Antique	Goggle-eyed Idol	+50
Flowers	Red Pine Bonsai	+10
Fashion	Perfume	+10
Fashion	Brand Purse	+10
Fashion	Brand Watch	+10
Fashion	Brand Bag	+10
Antique	Teddy Bear	+10
Antique	Kaleidoscope	+10
Other	Book Cover	+10
Other	Lucky Charm	+10
Flowers	Rose Bouquet	+0
Flowers	Mini Cactus	+0
Flowers	Glass Vase	+0
Other	Jack Frost Doll	+0
Other	Ganesha Bank	+0

EVENT FOR "REVERSE" CONVERSATION	
Rank	**Questions and Answers List**
Before Rank 6	>What will you do?
	<Response> Apologize to her (Repair), Wait until she apologizes (Repair), Make small talk with her (Repair)
Rank 6 and onwards	"Have you been feeling the same?"
	<Response> "Yes." (Repair), "Not at all." (Broken)

EVENT FOR "BROKEN" CONVERSATION
Questions and Answers List
"What do you want?'
<Response> "Are you busy?" (X), "You're working too hard." (X), "You should take a break." (O)
"Well, I'm sorry, but I'm busy right now."
<Response> "You work too hard." (X), "Cheer up." (X), "Where do you want to go?" (O)
"Let me think. . ."
<Response> "Hurry up." (X), "You think too much." (X), "Take your time." (Repair)



SOCIAL LINK: STUDENT COUNCIL

EMPEROR (IV)

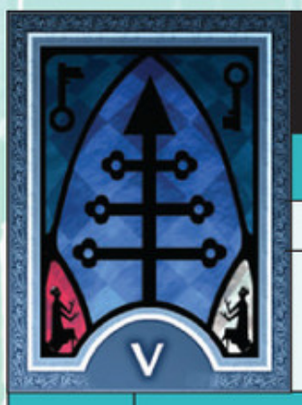
RANK 10 PERSONA: ODIN

DAYS AVAILABLE: Monday, Wednesday, Friday

MEETING LOCATION:
Gekkoukan Highschool / Student Council Room

NORMAL MEETING EVENTS		
Rank	**Questions and Answers List**	**Total pt Next**
1	Acquire on April 27th. Follow Mitsuru's instructions and join Student Council.	-
2	"Some students feel the school uniform should be abolished, and they're recruiting supporters. . ."	
	<Response> "I agree with them." (0 pt), "It's a waste of time." (+15 pt)	1
3	>He is staring at Hidetoshi.	36
	<Response> "What happened?" (0 pt), "Stop fighting." (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
4	>It looks like the punk is going to hit Hidetoshi.	36
	<Response> Intervene (0 pt), Keep watching (0 pt)	
	"You look like you want to say something."	
	<Response> "You need to lighten up." (0 pt), "Good work." (+15 pt)	
5	"..._____-kun, were you there the whole time?"	61
	<Response> "They can be pretty cruel." (+15 pt), "You can't accuse everyone." (0 pt)	
6	"It's actually kind of nice not having those hyenas around."	86
	<Response> "You're not going home yet?" (0 pt), "What do you mean 'hyenas'?" (0 pt)	
	"... As you can see, the meeting's over, so you can leave if you want."	
	<Response> "But, I just got here..." (+15 pt), "Maybe I should stick around." (+5 pt)	
7	"... About the smoker's punishment, that is."	111
	<Response> "The usual will do." (0 pt), "He should suffer." (+15 pt)	
8	"Um... What happened to Hidetoshi-san?	136
	<Response> "What do you mean?" (0 pt), "Why, is something wrong?" (0 pt)	
	>Hidetoshi looks uncomfortable.	
	<Response> "It wasn't me." (+15 pt), "You came to my defense?" (+5 pt)	
9	"I rambled on about rules and fairness, but all I really proved was that I was desperate for power..."	161
	<Response> "Don't blame yourself." (+15 pt), "Good thing you noticed." (+15 pt)	



SOCIAL LINK: OLD COUPLE

HIEROPHANT (V)

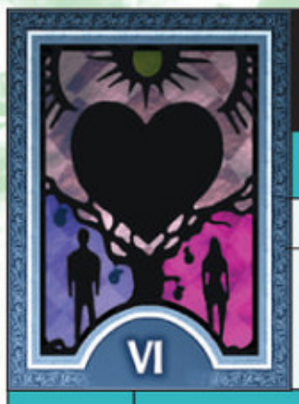
RANK 10 PERSONA: KOHRYU

DAYS AVAILABLE: Monday to Saturday

MEETING LOCATION:
Iwatodai Station Strip Mall / Bookworms Used Books

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Can be acquired on April 25th. Visit Bookworms Used Bookstore at Iwatodai Station / Strip Mall. Check the tree in the courtyard hall to the Sports Club for a Persimmon Leaf. Return to the Bookstore and give the leaf to the old couple.	-
2	"What was your name again?"	1
	<Response> Tell him (+5 pt), Say something (0 pt)	
	"Someone gave them to me, but I have more than enough. Go ahead, take one."	
	<Response> "Thanks!" (+15 pt), "No, thank you." (0 pt)	
	"...Because it'll take us forever to finish them all."	
	<Response> Accept the offer (0 pt), Politely decline (0 pt)	
	"He should be here helping cutsomers... I'm sorry, _____-chan."	
	<Response> "Who is 'he'?" (0 pt), "There's no need to apologize." (0 pt)	
3	>Mitsuko seems sad.	21
	<Response> "Who's 'he'?" (0 pt), "What are you talking about?" (0 pt)	
	"But, I can't seem to find it."	
	<Response> "Looking for something?" (+5 pt), "Cleaning the store?" (0 pt)	
	"I'm looking for my glasses... No, not my glasses -- my wallet... I can't seem to find it."	
	<Response> "I'm sure it's here somewhere... " (+5 pt), "I'll help you look." (+15 pt)	
	"I go to ze same school -- Gekkoukan!"	
	<Response> "Nice to meet you." (0 pt), "...Who are you?" (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
3	"But, zey call me 'Bebe.'"	21
	<Response> "Nice to meet you." (0 pt), "....." (0 pt)	
	"Why must you get in to a car!? Do you want me to end up all alone!?"	
	<Response> "What's so bad about a car?" (0 pt), "You're afraid of being alone?" (0 pt)	
	"On the way home from work he got into an accident... He was hit by a dump truck driver who was drunk on the job..."	
	<Response> "I'm sorry to hear that." (0 pt), "That's terrible luck." (0 pt)	
4	"My wife just left for Gekkoukan."	41
	<Response> "Maybe I should go there too." (+15 pt), "I'll wait here for a while." (+15 pt)	
	>Mitsuko looks pale.	
	<Response> Ask what happened (0 pt), Remain silent (0 pt)	
	"Do you know anything about it, _____-chan?"	
	<Response> "I have no idea." (0 pt), "Now, you have me worried." (+5 pt)	
5	"I'm sorry for troubling you about the persimmon tree..."	61
	<Response> "I'll 'root' out the truth!" (+5 pt), "What tree?" (0 pt)	
	"Why now? Why do they want to cut it down now?"	
	<Response> "Cheer up." (+5 pt), "Don't worry." (+5 pt)	
6	"But, if that tree is removed, I feel like the memory of my son will vanish with it..."	81
	<Response> "You're thinking to much." (0 pt), "Please stop quarreling." (+15 pt)	
	>Bunkichi and Mitsuko seem really depressed.	
	<Response> "Cheer up." (0 pt), "It'll be okay." (0 pt)	
7	>Mitsuko is crying.	101
	<Response> Ask why she's crying (+5 pt), Look at Bunkichi (0 pt)	
	"They say the tree is a memorial to a former teacher... They don't want it to be cut down."	
	<Response> "Not interested." (0 pt), "That's great." (+5 pt)	
	"_____-chan, were you the one that called them all?"	
	<Response> "Nope." (+5 pt), "That's right." (+5 pt), "What're you talking about?" (+5 pt)	
8	"Who do you think it was? Here's a hint: 'signature'."	121
	<Response> "Someone with a petition?" (+5 pt), "A die-hard Bunkichi fan?" (+5 pt)	
	"... AND he's gotten lots of signatures from students who were in our son's class."	
	<Response> "That's great." (0 pt), "That's wonderful." (0 pt)	
	"I have to tell my son the good news!"	
	<Response> "Let's go." (+15 pt), "I'll pass." (+15 pt)	
9	"Am I finally losing it? I used to have an amazing vocabulary."	141
	<Response> "What's it about?" (+5 pt), "Why are you writing it?" (+5 pt)	
	"Well, aren't you curious?"	
	<Response> "I'm dying to read it." (0 pt), "I can't wait another minute." (0 pt)	



SOCIAL LINK: YUKARI TAKEBA

LOVERS (VI)

RANK 10 PERSONA: CYBELE

DAYS AVAILABLE: Monday, Wednesday, Thursday, Saturday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Classroom 2-F
[Reconcile] Gekkoukan Highschool / First Floor Main Lobby by the gift shop

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	At anytime from July 24th onward talk to Yukari after school in Classroom 2-F when your Charm stat is at Rank 6 and go with her to the school's rooftop.	-

NORMAL MEETING EVENTS (CONT)

Rank	Questions and Answers List	Total pt Next
2	"Hey, I think I'm gonna go with gerberas, but which color should I get."	1
	<Response> "Pink's cute" (+15 pt), "White." (0 pt), "Bright red." (0 pt), "What's a gerbera?" (0 pt)	
	"... Oh you've never seen my room, have you? Well, what good are you?"	
	<Response> "That's messed up." (+5 pt), "Then, invite me in." (0 pt)	
3	"I guess my mom's no different."	16
	<Response> "What makes you say that?" (0 pt), "..." (0 pt)	
4	"Sorry."	56
	<Response> "Who was that?" (0 pt), "What did she say?" (0 pt), "Are you alright?" (+15 pt)	
5	>What will you do?	96
	>Response> Look around (0 pt), Wait here (0 pt)	
	>What will you do?	
	<Response> Go look for her (0 pt), Wait a little longer (0 pt)	
	>What will you do?	
	<Response> Help her (0 pt), Call for help (0 pt), Just watch (0 pt)	
	>Yukari is trembling. It doesn't seem like she really means what she's saying.	
	<Response> Try to cheer her up (+15 pt), Leave her alone (0 pt), Give her a hug (0 pt + Reverse)	
6	"Thanks for your help back then. I really appreciate it."	151
	<Response> "You're welcome." (+5 pt), "Anytime." (+15 pt), "Thank you, too." (+5 pt)	
7	"We could have lunch outdoors.Maybe we'll even see a deer or something. Whaddya think?"	206
	<Response> "Sounds good." (+15 pt), "No thanks." (0 pt)	
8	"Hey, _____-kun, how 'bout you pick one for me?"	261
	<Response> "Alright." (+15 pt), "I'm too lazy." (0 pt)	
	"She wants to see me... but I'm really nervous..."	
	<Response> "Can you forgive her?" (0 pt), "Do you want to see her?" (0 pt)	
9	>Yukari is quiet.	316
	<Response> "Um..." (0 pt), "....." (+15 pt), "Forget it I'm leaving." (0 pt)	

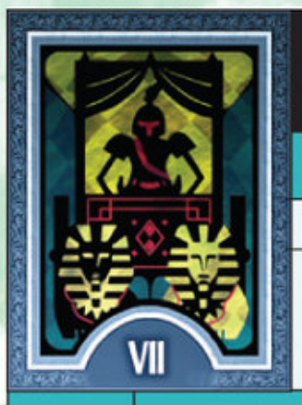
HOLIDAY MEETING EVENTS

Rank	Questions and Answers List
2	-
	-
3	"Do YOU like strawberry rice cake with red beans?"
	<Response> "Not really." (0 pt), "I love it." (+15 pt), "Never tried it." (0 pt)
4	"Is it weird for me to be worried about my parents at my age...?"
	<Response> "Not really." (+15 pt), "A little." (0 pt), "Leave the bags to me." (+30 pt)
5	"Are you a saver, _____-kun?"
	<Response> "Every month." (+15 pt), "Who cares?" (0 pt), "I'm in debt." (+15 pt)
6	"Not that I have anythign special planned. I was just curious."
	<Response> "Meeting with friends." (+30 pt), "Staying in my room." (+15 pt), "I don't remember." (0 pt)
7	"Hey, why don't we look for something for you, _____-kun? How about a wallet chain?"
	<Response> "Okay, but you choose." (+30 pt), "What's that?" (0 pt), "Let me buy somethin'." (+15 pt)
8	"... eat more than a normal girl, huh?"
	<Response> "Yeah, even more than me!" (0 pt), "Do you want mine, too?" (+15 pt), "It's a healthy appetite." (+30 pt)
9	"But, no one knows about us, huh..."
	<Response> "You look like a hero." (0 pt), "Of course not." (+15 pt), "Some people do." (+30 pt)

GIFT DATA		
Type	**Item**	**Pts**
Fashion	Perfume	+50
Fashion	Brand Purse	+50
Fashion	Brand Watch	+50
Fashion	Brand Bag	+50
Flowers	Rose Bouquet	+10
Flowers	Glass Vase	+10
Antique	Teddy Bear	+10
Other	Jack Frost Doll	+10
Flowers	Red Pine Bonsai	+0
Flowers	Mini Cactus	+0
Antique	Japanese Doll	+0
Antique	Kaleidoscope	+0
Antique	Goggle-eyed Idol	+0
Other	Book Cover	+0
Other	Lucky Charm	+0
Other	Ganesha Bank	+0

EVENT FOR "REVERSE" CONVERSATION	
Rank	**Questions and Answers List**
Before Rank 6	>What will you do?
	<Response> Try to make her laugh (X), Apologize seriously (Repair), Ask about her day (X)
Rank 6 and onwards	"Is it over between us...?
	<Response> "I'm afraid so." (Broken) "No, it's not." (Repair)

EVENT FOR "BROKEN" CONVERSATION
Questions and Answers List
"... So? What's up?"
<Response> "Nothing really, but..." (X), "I was bored." (X), "How have you been doing?" (O)
"Is that all you wanted to know?"
<Response> "Am I bothering you?" (O), "Wanna walk home with me?" (X), "I wanted to talk to you." (X)
"Not really. We are friends after all."
<Response> "Just friends?" (X), "Please forgive me." (Repair), "Why are you so cold?" (X)



SOCIAL LINK: SPORTS CLUB (SWIM, TRACK, OR KENDO TEAMS)

CHARIOT (VII)

RANK 10 PERSONA: THOR

DAYS AVAILABLE: Monday, Tuesday, Thursday, Friday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Classroom 2-F
[Reconcile] Gekkoukan Highschool / Sports Club Team Practice

NORMAL MEETING EVENTS		
Rank	**Questions and Answers List**	**Total pt Next**
1	Acquired on April 23rd by joining a Sports Club Team.	-
2	"M-My side is killing me..."	1
	<Response> "Don't overdo it." (0 pt), "Toughen up." (+5 pt)	
	"You don't even look tired... *pant* Wh-What kind of training have you been doing?"	
	<Response> "The usual." (0 pt), "Special training." (0 pt)	
	"Let's get go--ugh!"	
	<Response> "What's wrong?" (0 pt), "Hurry up." (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
3	"Um... my asthma's just acting up..."	26
	<Response> "If you say so." (0 pt), "Are you sure you're okay?" (+5 pt)	
	"Even if I put medicine on it, or massage it, the pain won't go away."	
	<Response> "Will it heal?" (+5 pt), "Take the day off." (0 pt)	
4	"Wh-What's up...? I was just gonna sneak into practice..."	51
	<Response> "Where did you go?" (0 pt), "Did you ditch?" (0 pt)	
	"She made the appointment without telling me, so... there was nothing I could do!"	
	<Response> "How did it go?" (0 pt), "That sucks." (+15 pt)	
5	"Wh-What's up...? You're probably wondering where I've been..."	76
	<Response> "The hospital again?" (+5 pt), "You ditched?" (0 pt)	
	"D-Dammit... I can't--"	
	<Response> Let him use your shoulder (+15 pt), Carry him (+5 pt), Go get help (0 pt)	
6	"Well, I just want to win."	101
	<Response> "Oh, well." (0 pt), "Suck it up." (+5 pt)	
	"I promised to be the number one runner in Japan."	
	<Response> "Promised?" (0 pt), "Is it that important?" (+5 pt)	
	"So, I have to win this meet to make it to nationals."	
	<Response> "Do you think you can win?" (0 pt), "What'll happen to your knee?" (+5 pt)	
7	"I'm not accusing you of telling him, but... damn! What should I do? I think he knows..."	126
	<Response> "How's your knee?" (+5 pt), "Can you fake it?" (0 pt)	
	"Otherwise, I won't be able to keep my promise to my nephew!"	
	<Response> "You need to toughen up." (+15 pt), "You can't win like this." (+5 pt), "You should take a break." (0 pt)	
8	"You must know something..."	151
	<Response> Lie (0 pt), Look away (+5 pt)	
9	"I'm sure you love lugging this dead weight around, right?'	176
	<Response> "I'm fine." (+15 pt), "I'll survive." (0 pt), "I'm tougher than I look." (+5 pt)	

Rank	HOLIDAY MEETING EVENTS Questions and Answers List
2	"I'm reayd to go, 24/7, ya know? It's called 'dedication,' man.
	<Response> "That's crazy." (+30 pt), "Whatever." (+15 pt), "Aren't you hot in that?" (0 pt)
3	"I'm trying to cut down on carbs."
	<Response> "Want bread instead?" (+15 pt), "Are you on a diet?" (+30 pt), "Are you sick?" (0 pt)
4	"I get even more nervous when I think about winning."
	<Response> "That's just who you are." (0 pt),"Toughen up, man!" (+15 pt), "Winning isn't everything." (+30 pt)
5	"... Anyway, sorry about that."
	<Response> "They were lucky." (+15 pt), "You could've been hurt." (0 pt), "Why bother with them?" (+30 pt)
6	"Any ideas?"
	<Response> "Running shoes." (0 pt), "A game." (+30 pt), "Clothes." (+15 pt)
7	"... You know, with Apathy Syndrome."
	<Response> "I doubt it." (0 pt), "You're worrying me." (+30 pt), "Hang in there." (+15 pt)
8	"Man, I'm seriously confused. I'm not sure why I'm putting ymself through this..."
	<Response> "That's just who you are." (+30 pt), "It's for your nephew." (+15 pt), "You tell me." (0 pt)
9	"Do you think I can win at regionals?"
	<Response> "It takes guts, man." (0 pt), "It's all up to you." (+15 pt), "There's no way." (+30 pt)

Rank	EVENT FOR "REVERSE" CONVERSATION Questions and Answers List
-	>What will you do?
	<Response> Ask about his training (Repair), Ask about his health (X), Ask about his classes (X)

SOCIAL LINK: STUDENT COUNCIL TREASURER

JUSTICE (VIII)

RANK 10 PERSONA: MELCHIZEDEK

DAYS AVAILABLE: Tuesday, Thursday, Saturday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Second Floor Hallway
[Reconcile] Gekkoukan Highschool / First Floor Office Hallway

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	After obtaining the Emperor arcana, Talk to Chihiro Fushimi outside the Student Council Room. You can only reply once each day you talk to her. Give her the following responses: "I wanted to talk...", "I'm male.", "Hello.", and "Let's walk home together."	-
2	"Sorry to subject you to this..."	1
	<Response> "Don't worry about it." (+15 pt), "I was bored anyway." (0 pt)	
	"...Do you read much, _____-san?"	
	<Response> "I read the classics." (+5 pt), "I read manga." (+5 pt), "I read fashion magazines." (0 pt), "I don't read very often." (0 pt)	
	"Is it boring to hang around with, um, a nerd like me?"	
	<Response> "Not really." (+5 pt), "Yeah, it's a drag." (0 pt), "I don't care." (0 pt)	
3	"... Wh-Where do they think they are!?"	31
	<Response> "How rude." (+5 pt), "Are they going to kiss?" (0 pt), "Where did they go?" (0 pt)	
	"Let's discuss this in our next meeting!"	
	<Response> "I agree." (+5 pt), "Why are you so...?" (0 pt), "You don't like kissing?" (0 pt)	
4	"_____-san..."	71
	<Response> Stand threateningly (0 pt), Glare at him (0 pt)	
	"Why am I still shaking?"	
	<Response> Hold her hand (0 pt), Speak to her calmly (+15 pt)	
5	"(...What should I do...)"	126
	<Response> "So, how was it?" (+15 pt), "Is something wrong?" (0 pt)	
	"I-I-I have dreams about you every single night, _____-san!"	
	<Response> "It's just a coincidence." (+5 pt), "It's just your imagination." (0 pt)	
	"Sorry..."	
	<Response> "Don't be so hard on yourself." (+5 pt), "Don't apologize." (0 pt)	
	>What will you do.	
	<Response> Hold her hand (+15 pt), Kiss her (0 pt + Reverse), Talk to her softly (0 pt)	
6	"Wh-What should I do?"	181
	<Response> "Is it good?" (+15 pt), "You're not going to buy it?" (0 pt)	
	"Until recently..."	
	<Response> "What about now?" (0 pt), "What do you mean?" (+5 pt)	
7	"_____-san..."	236
	<Response> "It's your own fault." (+0 pt), "You're not blame." (+5 pt)	
	"I-I couldn't stand up to them... But... I... didn't take anything!"	
	<Response> "Don't worry." (0 pt), "We have to do something..." (+5 pt)	
8	"She has such an innocent face, though..."	239
	<Response> Say something to them (0 pt), Glare at them (0 pt)	
	"I have no one else to turn to in school..."	
	<Response> "The rumors will stop soon." (0 pt), "Talk to the teacher." (+5 pt), "Good luck." (0 pt)	
9	"D-Don't tell me the President thinks I stile the money too...!?"	346
	<Response> "Don't worry, she'll help us." (+5 pt), "Mitsuru is not like that." (0 pt)	
	>You made eye contact with Chihiro.	
	<Response> Defend her. (0 pt), Wait and see what happens. (+5 pt)	
	"...Give me a hand, will you, _____?"	
	<Response> "Why me?" (0 pt), "Alright." (0 pt)	
	"Hahahaha..."	
	<Response> "What's wrong?" (+5 pt), "So you ARE guilty." (0 pt)	

HOLIDAY MEETING EVENTS

Rank	Questions and Answers List
2	-
	-
3	"There's not much point in getting together if all we're going to do is read, right?"
	<Response> "True." (0 pr), "It's fun actually." (+15 pt), "There's always next time." (+30 pt)
4	I-I was afraid I might see that guy from before...
	<Response> "I'll help you again." (+30 pt), "It's possible." (0 pt), "You worry too much." (+15 pt)
5	"Your coffee is going to get cold."
	<Response> "It needs to cool down." (+15 pt), "Do you want sugar?" (+30 pt), "I know." (0 pt)
6	"I want to be like that too..."
	<Response> "It's just a story." (0 pt), "You can do it." (+30 pt), "Interesting." (+15 pt)
7	"It's sad to think there might be a thief in our school..."
	<Response> "There's no thief." (+30 pt), "How much was it?" (0 pt), "Don't make accusations." (+15 pt)
8	I'm sorry... I wanted to handle this myself, but...
	<Response> "This again?" (0 pt), "Don't give up." (+15 pt), "I'd be glad to help." (+30 pt)
9	"Are you planning to get a driver's license, _____-san?"
	<Response> "I'm thinking about it." (+30 pt), "Probably not." (+15 pt), "None of your business." (0 pt)

GIFT DATA

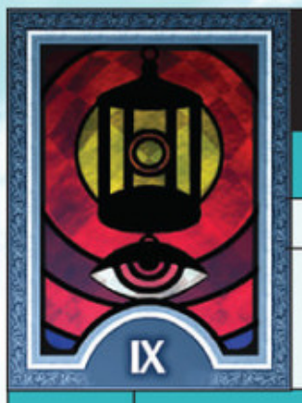
Type	Item	Pts
Fashion	Brand Watch	+50
Fashion	Brand Bag	+50
Other	Book Cover	+50
Flowers	Rose Bouquet	+10
Flowers	Mini Cactus	+10
Flowers	Glass Vase	+10
Fashion	Perfume	+10
Fashion	Brand Purse	+10
Antique	Teddy Bear	+10
Antique	Japanese Doll	+10
Antique	Kaleidoscope	+10
Other	Jack Frost Doll	+10
Other	Ganesha Bank	+10
Flowers	Red Pine Bonsai	+0
Antique	Goggle-eyed Idol	+0
Other	Lucky Charm	+0

EVENT FOR "REVERSE" CONVERSATION

Rank	Questions and Answers List
Before Rank 5	>What will you do?
	<Response> Talk about Student Council (X), Talk about books (Repair), Apologize to Chihiro (X)
Rank 5 and onwards	"Are you annoyed with me too, _____-san...?"
	<Response> "Yes, actually. (Broken)", "Of course not." (Repair)

EVENT FOR "BROKEN" CONVERSATION

Questions and Answers List
"Do you have something to say...? I... um... need to get going..."
<Response> "Shut up and listen." (X), "Then Go." (X), "Calm down." (0)
"Sorry, sometimes I get a little carried away."
<Response> "That's so rude." (X), "You did nothing wrong." (X), "Don't worry about it." (0)
"Sorry..."
<Response> "Don't apologize." (X), "Calm down."(X), "Did I scare you?" (Repair)



SOCIAL LINK:

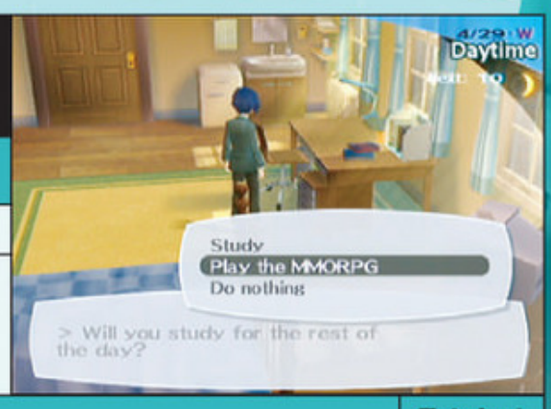
HERMIT (IX)

MMORPG

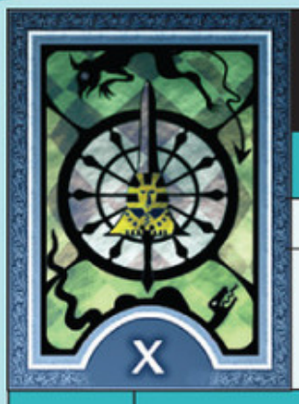
RANK 10 PERSONA: ARAHABAKI

DAYS AVAILABLE: Sunday (Including School Holidays)

MEETING LOCATION:
Your Dorm Room / Desk



Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Gained on April 29th by checking the desk in your room and playing a MMORPG.	-
2	"u remember me rite? =/"	1
	<Response> "Of course." (+15 pt), "...Have we met?" (0 pt)	
	"hmm... what kinda people r we, playing inside on such a beautiful day?"	
	<Response> "It's okay to enjoy a game." (0 pt), "The outdoors are overrated." (+5 pt), "Mabye we can't stand others." (0 pt)	
3	"So ummmmmm... i'm drunk! XD"	21
	<Response> "Oh really? o_O" (+5 pt), "Are you an adult?" (0 pt)	
	"but lately I can't get motviated to get ne work done @ work. =/"	
	<Response> "So you don't like your job?" (+15 pt), "You could just be tired." (0 pt)	
4	"... ugh. It's like all she cares about is marrying me to some dude >=/"	41
	<Response> "You don't want to get married?" (0 pt), "Don't you need a boyfriend first?" (0 pt), "Why don't we get married?" (+15 pt)	
5	"Mr. E is such a stupid eh so bee!! t(-_-t)"	61
	<Response> "Who's Mr. E?" (+5 pt), "Are you drunk again?" (0 pt), "Don't you mean S.O.B?" (+15 pt)	
	"...oh noes! u can't figure out what my job is can u? O_o"	
	<Response> "You're a drunken-boxing sensei?" (+5 pt), "Oh -- Maya's a reporter, right?" (0 pt), "Are you a teacher?" (+5 pt)	
6	"actually I only went cuz I was so pissed at that bastard! >=/"	81
	<Response> "Calm down." (0 pt), "Which bastard?" (+15 pt)	
7	"...do men only want younger women? Be honest w/me =3	101
	<Response> "What are you talking about?" (0 pt), "Guys only go for younger chicks." (+15 pt)	
	"she even stuffs her bra!! lol"	
	<Response> "She um... what?" (+5 pt), "Calm down." (+5 pt)	
8	"oh noes... now I'm starting to get sweaty =/"	121
	<Response> "Are you talking to yourself?" (0 pt), "Hurry up and tell me already." (+15 pt)	
	"goin for younger guys is kinda new to me >_>"	
	<Response> "What is he like?" (+5 pt), "Are you going to ask him out?" (0 pt)	
9	"it said their cancelling innocent sin. ...think its for real?"	141
	<Response> "Oh well, right?" (0 pt), "No way!" (+ 5 pt), "Whatever, I guess." (0 pt)	
	"tatsuya... do you think we'll still be able to see eachother? T_T"	
	<Response> "I think so." (0 pt), "No, this is the end."(0 pt), "Don't worry about that now." (0 pt)	
	"maya's not goin quietly! =/ I'll beat them to the punch!"	
	<Response> "What are you planning?"(+5 pt), "This won't change anything." (0 pt)	



SOCIAL LINK: CULTURE CLUB (ART, MUSIC, OR PHOTOGRAPHY)

FORTUNE (X)

RANK 10 PERSONA: NORN

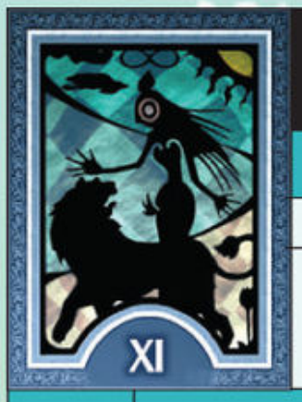
DAYS AVAILABLE: Tuesday, Wednesday, Thursday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Second Floor Hallway
[Reconcile] Gekkoukan Highschool / Culture Club

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Acquired on June 17th by joining a Culture Club.	-
2	>Fuuka is grimacing.	1
	<Response> "What's wrong." (0 pt), "Need a break." (0 pt)	
	"Looks like Fuuka-san's not going anywhere for a while."	
	<Response> "Playing doctor?" (0 pt), "Is she okay?" (0 pt)	
3	>What will you say to him?	26
	<Response> "Great job!" (+15 pt), "You got lucky." (0 pt)	
	"I recommend you add iron-rich foods such as liver, whole grains, and green leafy vegetables to your diet."	
	<Response> "Good work, Doc Junior." (0 pt), "Is he going to be okay?" (0 pt)	
4	"H-How long were you listening?"	51
	<Response> "Are you going to quit?" (+5 pt), "What about the contest?" (+5 pt)	
	"Ugh, I can't take it anymore! I have my own hopes and dreams, you know!"	
	<Response> "Complaining won't help." (+15 pt), "You should say something." (+5 pt)	
5	"Th-Then that means..."	76
	<Response> "You should tell your dad." (+15 pt), "Now you don't have to quit." (0 pt)	
6	"Everyone is working so hard...	101
	<Response> "So are you." (0 pt), "What do you want?" (0 pt)	
	"I don't know what I should do. *sigh* I'm so confused...	
	<Response> "Study abroad." (+5 pt), "Do whatever you want." (+15 pt)	
7	"It's like he thinks he understands me now..."	126
	<Response> "Are you gonna be a doctor?" (+15 pt), "Don't you like Photography Club?" (0 pt)	
8	"How is your memory? Can you tell me your name?"	151
	<Response> "Yeah, I'm fine." (+15 pt), "Of course. It's Keisuke." (0 pt), "....." (0 pt)	
	"H-Hey, do you remember what I was talking about before all this happened?"	
	<Response> "Yeah, I remember." (0 pt), "No, I don't remember." (0 pt)	
	"I couldn't do anything to help you because I'm not a doctor..."	
	<Response> "You want to be a doctor?" (0 pt), "Don't worry about it." (0 pt)	
9	>Will you try to stop Keisuke from going?	176
	<Response> Try to stop him (+15 pt), Don't try to stop him (0 pt)	
	"A-Are you alright, Ma'am? That cough..."	
	<Response> "What's wrong with her?" (0 pt), "You should get going." (0 pt)	
	"My train's about to leave... Wh-What should I do...?"	
	<Response> "I'll handle this." (0 pt), "Go 'find' yourself." (0 pt)	
	>What kind of first aid will you perform?	
	<Response> Put your finger in his mouth (0 pt), Unbutton his shirt (0 pt), Pat him on the back (0 pt)	
	>What will you do next?	
	<Response> Splash water on him (0 pt), Rub his hands and feet (0 pt), Turn him onto his back (0 pt)	

Rank	Questions and Answers List — HOLIDAY MEETING EVENTS
2	"Their rules are so annoying... We would never have beef bowls at home."
	<Response> "Your first and last time." (0 pt), "Let's eat here again." (+30 pt), "Maybe you should ask them." (+15 pt)
3	"D-Do you think it's okay for me to be in the finals?"
	<Response> "You just did your best." (+30 pt), "Believe in yourself." (+15 pt), "The others just sucked." (0 pt)
4	"Then my dad wouldn't be able to yell at me all the time."
	<Response> "The dorm's not so great." (+15 pt), "You can't live on your own." (0 pt), "You'd just be running away." (+30 pt)
5	"What would I list as my occupation on a survey...?"
	<Response> "Artist." (+15 pt), "Celebrity." (+30 pt), "Unemployed." (0 pt)
6	"Then he tells me to study abroad! Ugh! I'm so confused!"
	<Response> "You're right." (+15 pt), "Don't blame him." (+30 pt), "Whatever, dude." (0 pt)
7	I mean, I won't just be visiting there, I'll be living there..."
	<Response> "Think of all the new girls." (+15 pt), "Think of your new art style." (+30 pt), "Think of your new lifestyle." (0 pt)
8	"So... would...would you mind calling me... Brother?"
	<Response> "How about Kid Brother?" (0 pt), "But, you're my senpai." (+15 pt), "Okay, Brother." (+30 pt)
9	"I think that a person should do the best he can with the life he's been written."
	<Response> "Yeah, I agree." (+30 pt), "You're so negative." (0 pt), "Sounds like an excuse." (+15 pt)

Rank	Questions and Answers List — EVENT FOR "REVERSE" CONVERSATION
-	>What will you do?
	<Response> Talk about the activity (X), Talk about the club members (X), wait for Keisuke to talk (Repair)



SOCIAL LINK: TEAM MANAGER

STRENGTH (XI)

RANK 10 PERSONA: SIEGFRIED

DAYS AVAILABLE: Wednesday, Saturday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Second Floor Hallway
[Reconcile] Gekkoukan Highschool / First Floor Hallway near the stairs

Rank	Questions and Answers List — NORMAL MEETING EVENTS	Total pt Next
1	After the Chariot S.Link reaches Rank 2 after speding time with Kazushi, [Talk to Yuko] and ask her "Wanna walk home together?". If she says no, attend practice with Kazushi again until she accepts. Then accept her invitation to stop off somewhere.	-
2	"I'm mentally exhausted..."	1
	<Response> "What happened?" (+5 pt), "Cheer up." (0 pt)	
	"Right, _____-kun?"	
	<Response> "I agree." (+15 pt), "I disagree." (+5 pt), "It doesn't matter to me." (0 pt)	
	"My reputation as an "intellectual" would be ruined. *blush*"	
	<Response> "That's true." (+5 pt), "You? An intellectual?" (0 pt)	
3	"Hey _____-kun, do you think I eat too much?"	31
	<Response> "Not really." (+5 pt), "Definitely." (0 pt), "It doesn't matter to me." (0 pt)	
	"You must love being around good-looking girls like Mitsuru and Yukari..."	
	<Response> "It's kinda nice." (+5 pt), "Not necessarily." (+5 pt), "You're much cuter, Yuko." (+5 pt)	
	"Oh shoot! It's already this late?"	
	<Response> "Let's go." (+5 pt), "Let's stay a bit longer." (0 pt)	

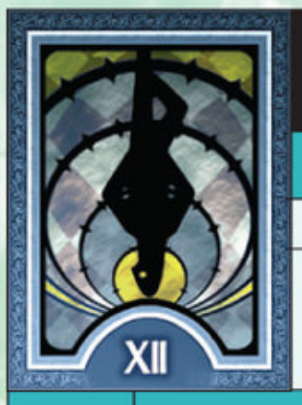
Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
4	>Yuko is standing by the shoe rack with a strange look on her face.	71
	<Response> "What's wrong." (0 pt), "Let's go." (0 pt)	
	"It wouldn't be funny if I had gum all over my shoes."	
	<Response> "Does this happen often." (0 pt), "Do you know who did it?" (0 pt)	
	"I'm sorry, _____-kun... I didn't mean to get you involved."	
	<Response> "Who were they?" (0 pt), "No worries." (+5 pt)	
	"Are you mad?"	
	<Response> "I'm honored." (+15 pt), "I find it disturbing." (0 pt), "I don't care." (0 pt)	
5	"I'm not as tall as you, so I can't walk as fast..."	126
	<Response> Hold her hand (+5 pt), Wait for her (+5 pt)	
	"Heeey!"	
	<Response> "Do you know him?" (+5 pt), "Is that your son?" (0 pt)	
	"Am I doing the right thing, _____-kun?"	
	<Response> "Go for it."(0 pt), "It's up to you." (+5 pt)	
6	"So, what's your honest opinion? Can they win?"	181
	<Response> "It's gonna be tought." (0 pt), "Let's hope for the best." (+5 pt)	
7	"Well, there they go..."	236
	<Response> "Are you sad?" (0 pt), "Are you relieved?" (+5 pt)	
	"Maybe we should have a little party...You know, to celebrate our frist attempt at coaching..."	
	<Response> "Sure." (+15 pt), "What for?" (0 pt)	
8	"Do you like kids, _____-kun?"	291
	<Response> "Yeah, I like them." (0 pt), "Not really." (0 pt)	
	"Would you want it to be a boy or a girl?"	
	<Response> "A boy." (+5 pt), "A girl." (+5 pt), "It doesn't matter which." (0 pt)	
9	"C-Can we just forget about that?"	346
	<Response> "No worries." (0 pt), "Forget about what?" (+5 pt)	
	"Guess what I wanna be."	
	<Response> "A track and field star." (+5 pt), "An instructor?" (+15 pt), "A kindergarten teacher?" (+5 pt), "I have no idea..." (+5 pt)	

Rank	HOLIDAY MEETING EVENTS Questions and Answers List
2	-
	-
3	-
	-
4	"Which one do you like better, _____?"
	<Response> "The one with the animals." (+30 pt), "The heart-shaped one." (+15 pt), "They both look good on you." (0 pt)
5	"What do you think? Am I ready?"
	<Response> "You're too hasty." (0 pt), "You're too nice." (+15 pt), "You're very responsible." (+30 pt)
6	"I envy them, since I don't have anything I'm really passionate about..."
	<Response> "Don't give up." (0 pt), "You'll find something." (+30 pt), "You're amazing too." (+15 pt)
7	"You still have some time, right? What do you wanna do now?"
	<Response> "See your room." (0 pt), "Go to the café." (+30 pt), "Go to Wakatsu." (+15 pt)
8	"_____, you have some sauce on your mouth."
	<Response> "Thank you." (+15 pt), "Mind your own business." (0 pt), "Will you wipe it off?" (+30 pt)
9	"I feel so motivated now!"
	<Response> "Quit bragging." (0 pt), "That's the spirit." (+15 pt), "It's only the beginning." (+30 pt)

GIFT DATA		
Type	Item	Pts
Fashion	Brand Purse	+50
Fashion	Brand Watch	+50
Fashion	Brand Bag	+50
Flowers	Mini Cactus	+10
Antique	Teddy Bear	+10
Antique	Kaleidoscope	+10
Other	Lucky Charm	+10
Flowers	Rose Bouquet	+0
Flowers	Red Pine Bonsai	+0
Flowers	Glass Vase	+0
Fashion	Perfume	+0
Antique	Japanese Doll	+0
Antique	Goggle-eyed Idol	+0
Other	Jack Frost Doll	+0
Other	Book Cover	+0
Other	Ganesha Bank	+0

EVENT FOR "REVERSE" CONVERSATION	
Rank	Questions and Answers List
Before Rank 7	>What will you do?
	<Response> Talk about pro sports (Repair), Talk about school (X), Talk about the team (X)
Rank 7 and onwards	"What's been going on with you lately?
	<Response> "Nothing." (Broken), "What about you, Yuko?" (Repair)

EVENT FOR "BROKEN" CONVERSATION
Questions and Answers List
"Can it wait 'til practice?"
<Response> "I need to see you alone." (X), "It's urgent." (O), "Anytime is fine..." (X)
"What'd you wanna talk about?"
<Response> "About the two of us..." (O), "About later..." (X), "About the team..." (X)
"Are you sure this is a good place? You look miserable..."
<Response> "I know I do..." (X), "I do not."(Repair), "No one's listening." (X)



SOCIAL LINK: GIRL AT THE SHRINE

HANGED MAN (XII)

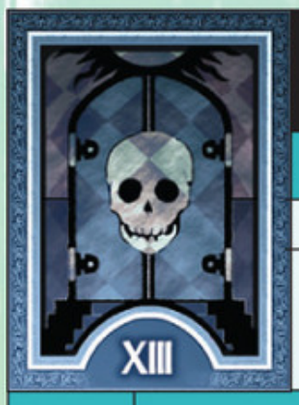
RANK 10 PERSONA: ATTIS

DAYS AVAILABLE: Monday to Saturday (Except Holidays)

MEETING LOCATION:
Naganaki Shrine / Playground

NORMAL MEETING EVENTS		
Rank	Questions and Answers List	Total pt Next
1	Available on May 6th. Talk to the girl by the play-area. Buy a Takoyaki from the stand right of Wild-duck Burger at the Iwatodai Strip Mall and give it to her. When she asks for something "fizzy", give her a Mad Bull from the vending machine at the dorm. When she asks you to come again, say "Of course." and then play with her the next day.	-
2	"I'm hungry. ... Can we go to Wild-duck Burger?"	1
	<Response> "Sure, let's go" (+15 pt), "Don't you want to play some more?" (0 pt)	
	"But, why would they get a divorce?"	
	<Response> "They just fell out of love." (0 pt), "It's probably your fault." (0 pt), "Why don't you ask them?" (0 pt)	
	>Maiko is sobbing loudly. What will you do?	
	<Response> Try to calm her down (0 pt), Wait for her to finish crying (0 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
3	"... And you are?"	21
	<Response> "I'm Maiko's friend." (0 pt), "Just a random passerby." (0 pt)	
	"Oh! Do you think he'll come home for my birthday?"	
	<Response> "He'll probably forget about it." (0 pt), "I really can't say." (0 pt), "Don't worry, he'll be there." (+5 pt)	
4	"They remembered!"	41
	<Response> "I'm happy for you." (+15 pt), "Nobody could forget you." (+15 pt), "You are pretty forgettable." (0 pt)	
5	"I don't know what to do..."	61
	<Response> "That's terrible." (+15 pt), "Did you deserve it?" (0 pt)	
	"I bet they wouldn't care if I wasn't here at all!"	
	<Response> "Yeah, you're right." (0 pt), "That isn't true." (+5 pt)	
6	"So I made up my mind! I have to run away from home!"	81
	<Response> "Don't do anything hasty." (0 pt), "Calm down." (+5 pt), "Sounds like a plan." (+5 pt)	
	"I'll need lots of snacks, right? What about my health insurance card?"	
	<Response> "You don't need that stuff." (+15 pt), "It'll take more than that." (0 pt)	
7	"She's never done anything like this before!"	86
	<Response> "It's probably your fault." (0 pt), "C'mon, we can find her." (0 pt), "Just leave her alone." (0 pt)	
	"If you have any idea where she is, I'm begging you to tell us."	
	<Response> "She might be at the music store." (0 pt), "She's probably at the takoyaki stand." (0 pt)	
8	"What do you feel like eating?"	106
	<Response> "Hamburgers." (+5 pt), "Japanese Food." (0 pt)	
	"I was sad, but listened to what they said. ...Did I do good?"	
	<Response> "Yeah, you did good." (+15 pt), "No, you messed up." (0 pt)	
	"But I can't choose that! You decide for me, okay?"	
	<Response> "Choose your dad." (+15 pt), "Your mom would be best." (0 pt), "It's not my decision to make." (0 pt)	
9	"We'll still be friends though, right?"	126
	<Response> "We're friends forever." (+15 pt), "I'll move on with life." (0 pt)	



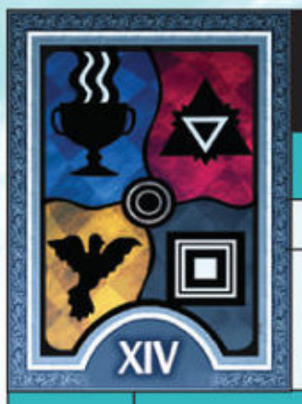
SOCIAL LINK:
DEATH (XIII)
MYSTERIOUS BOY

RANK 10 PERSONA: THANATOS

DAYS AVAILABLE: N/A

MEETING LOCATION:
N/A

Rank	ADVANCEMENT TIME	Total pt Next
1	June 12th	-
2	-	-
3	July 12th	-
4	-	-
5	August 7th	-
6	September 12th	-
7	-	-
8	October 6th	-
9	-	-
10	November 4th	-



SOCIAL LINK: TRANSFER STUDENT

TEMPERANCE (XIV)

RANK 10 PERSONA: BYAKKO

DAYS AVAILABLE: Tuesday, Wednesday, Friday

MEETING LOCATION:
[Normally] Gekkoukan Highschool / Second Floor Hallway; [Reconcile] Gekkoukan Highschool / First Floor Hallway - Outside Home Economics room.

NORMAL MEETING EVENTS

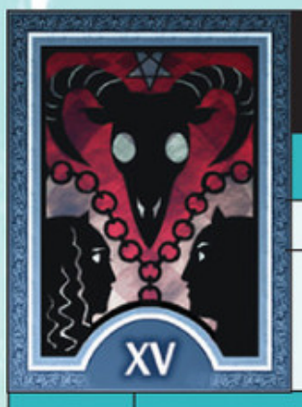
Rank	Questions and Answers List	Total pt Next
1	Requires the Hierophant S.Link to be at least Rank 3 and an Academic rank of "Average" or higher. Go to the Home Economics Room in the First Floor Hallway of Gekkoukan High.	-
2	"Zis is my first time going, so will you teach me?"	1
	<Response> "Sure, let's go." (+5 pt), "You like sweets?" (+5 pt), "There's nothing to teach." (+5 pt)	
	"I am so 'appy, ureshii! I love ze culture of Nihon! Japan eez sugoi, amazing!"	
	<Response> "Yeah, Japan is great." (+15 pt), "How's your country?" (0 pt), "Not really." (0 pt)	
3	"_____-sama, you 'ave gotten much better at zis! Subarashii! Wonderful!"	26
	<Response> "Not really." (+5 pt), "Thanks." (+5 pt)	
	"I would like to make somezing Japanese, but what?"	
	<Response> "Whatever you like…" (0 pt), "Why not western clothes?" (+5 pt), "Something traditional?" (+15 pt)	
4	>Bebe, who's usually very talkative, is quiet.	51
	<Response> "Why aren't you working?" (0 pt), "Wanna stop for today?" (0 pt), "Are you alright?" (+15 pt)	
	"… was taken away by ze angels!"	
	<Response> "What!?" (0 pt), "Calm down." (0 pt), "Whaddaya mean?" (0 pt)	
5	"Want to go somewhere to eat after zis?	76
	<Response> "Sure." (+5 pt), "Why?" (0 pt)	
	"…my uncle might never let me return 'ere!"	
	<Response> "Oh well." (0 pt), "Then stay." (+5 pt)	
6	>Bebe seems confused.	101
	<Response> "What's wrong?" (0 pt), "Take a break." (+5 pt)	
	"Shall we!?"	
	<Response> "Alright." (+5 pt), "Just a minute." (+5 pt)	
	"I want to stay 'ere in Nihon even if I 'ave to eat dirt!"	
	<Response> Support him (+15 pt), Ask him how (+5 pt)	
7	"I will show 'im a kimono, and make 'im understand the beauty of Nihon!"	126
	<Response> "Will that be enough?" (+5 pt), "That's a good idea." (+15 pt)	
8	"When my uncle sees zis, I know he'll agree wiz me about how great Nihon eez!"	151
	<Response> "When will it be done?" (+5 pt), "He'll agree for sure." (+15 pt), "Hey, concentrate!" (0 pt)	
9	"But because of you, _____-sama, I was able to finish zis kimono!"	176
	<Response> Congratulate him (+5 pt), Ask about his country (+15 pt), Request a reward (0 pt)	

HOLIDAY MEETING EVENTS

Rank	Questions and Answers List
2	"Doesn't it 'urt? I 'ave seen it used as a weapon in some movies…"
	<Response> "It doesn't hurt." (+30 pt), "They grind and bear it." (+15 pt), "It holds your hair up." (0 pt)
3	"ow about you, _____-sama? Do you like ze sound of ze crickets?"
	<Response> "Very much." (+30 pt), "Not at all." (0 pt), "It's okay." (+15 pt)
4	"I zink zat I miss my 'ome…"
	<Response> "Are you gonna go back?" (0 pt), "Stay in Japan." (+30 pt), "What about the funeral?" (+15 pt)
5	"'e reminded me of my uncle! I 'ad some bad flashbacks…"
	<Response> "Cheer up." (0 pt), "Be a man." (+15 pt), "Don't worry." (+30 pt)

Rank	HOLIDAY MEETING EVENTS Questions and Answers List
6	"Doesn't anyone play zem anymore?"
	<Response> "Yeah, on New Year's." (+30 pt), "Nope, not anymore." (0 pt), "I don't know." (+15 pt)
7	"I must finish ze kimono."
	<Response> "Go finish it." (0 pt), "It can wait." (+15 pt), "Just relax." (+30 pt)
8	"What eez it made of? It looks like insect eggs. . ."
	<Response> "I don't know." (0 pt), "It IS bug eggs." (+15 pt), "It's beans." (+30 pt)
9	"What do you like to eat wiz rice, _____-sama?"
	<Response> "I don't eat rice." (0 pt), "Sushi." (+30 pt), "Curry." (+15 pt)

Rank	EVENT FOR "REVERSE" CONVERSATION Questions and Answers List
-	>What will you do?
	<Response> Talk about politics (X), Talk about fashion (Repair), Talk about school (X)



SOCIAL LINK: **DEVIL (XV)** BUSINESS MAN

RANK 10 PERSONA: BEELZEBUB

DAYS AVAILABLE: Saturday to Tuesday

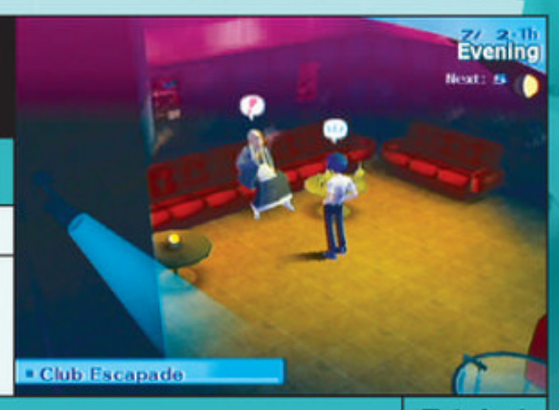
MEETING LOCATION:
Port Island Station

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Go to Port Island Station and talk to the man standing by the pillar when your Charm is at least Rank 4. Say to him "Tell me more," then pay him 20,000 yen. Talk to him again on a different day, and pay him 10,000 yen. Talk to him once more on another day and give him a further 10,000 yen.	-
2	"'Placebo!' The stress is on the middle syllable."	-
	<Response> "Placebo." (+15 pt), "....." (+5 pt)	
	"These are part of our unique line of products."	
	<Response> "Wow!" (+5 pt), "Is that legal?" (+5 pt)	
3	"How about you? Are you interested in stock trading."	-
	<Response> "Maybe a little." (+15 pt), "Not really." (+5 pt)	
4	"Have you ever wondered what it would be like to see through people's bathing suits at the beach?"	-
	<Response> "I sure have!" (+15 pt), "Why, is it possible?" (0 pt)	
5	". . . Oh, dear me. . . I-I just can't concentrate. I get so worked up when I picture his face."	-
	<Response> "What happened." (0 pt), "Who're you talking about?" (+5 pt)	
	". . . Then, he just stopped coming to work."	
	<Response> "I feel sorry for him." (0 pt), "What happened to him?" (0 pt)	
	"It makes me sick just thinking about it. . . Uhh. . ."	
	<Response> "Is it always about money?" (+5 pt), "How bad is it?" (0 pt)	
6	"Recently my alumni association organized a class reunion."	-
	<Response> "Sounds fun." (+15 pt), "Sounds like a hassle." (0 pt)	
7	". . . do you notice anything different about me?"	-
	<Response> "Like what?" (0 pt), "Sort of..." (+5 pt)	
	"Which one do you think the supermarket would stock?"	
	<Response> "The organic one." (+15 pt), "The one that looks good." (0 pt)	
8	"He said, 'Thank you.'"	-
	<Response> "Are you sure?" (+5 pt), "Oh, really?" (+15 pt)	
9	"But no matter how attractive she was, I was repulsed by her dedication to charity work."	-
	<Response> "Are you going to donate?" (+15 pt), "You're not going to donate?" (0 pt)	

SOCIAL LINK:

TOWER (XVI)

UNUSUAL MONK



RANK 10 PERSONA: CHI YOU

DAYS AVAILABLE: Thursday to Sunday (Only during the Evening)

MEETING LOCATION:
Paulownia Mall / Club Escapade

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Talk to Yuko when your S.Link with her is at Rank 4. Go to Club Escapade in Paulownia Mall and talk to the Monk sitting in a booth on the second floor. Next talk to the bartender and give him orders for a "Bloody Mary", "Margarita", "Screwdriver", and "Oolong Tea" in that sequence.	-
2	"...So, what're you doin here, kid?"	1
	<Response> "I came to see you, old man." (0 pt), "None of your business." (+15 pt)	
	"You don't have to revere me, but at least show me some respect."	
	<Response> "I'm sorry, um..." (+5 pt), "Show respect? How?" (0 pt)	
3	"...How come you're always alone when I see ya? Don't'cha got any friends, kid?"	26
	<Response> "I can't say I don't." (0 pt), "I don't have any friends." (+15 pt)	
4	"You should cut it. No, better yet, shave it all off... smooth like me.	51
	<Response> "Yeah, that might look cool." (+15 pt), "Hm, well, I, uh..." (0 pt)	
5	"High school kids don't have much money, do they? At least I never gave much to my son."	76
	<Response> "I have enough." (+5 pt), "I can't say I'm alright." (0 pt)	
	"Is there anything you want right now?"	
	<Response> "Yes." (+5 pt), "No." (+15 pt)	
6	"Ugh... I'm in bad shape..."	101
	<Response> "Are you alright?" (0 pt), "You should go home." (+15 pt)	
	"It's times like these I wish I didn't live alone..."	
	<Response> "You live by yourself?" (0 pt), what about the others?" (+5 pt)	
7	"...Hey! there's a microphone over there. Bring it over, kid! I'll perform a live sutra reading."	126
	<Response> "Uh, that's okay." (0 pt), "I don't think you should." (+15 pt)	
8	"Didn't Dad tell you not to do that, ehhh?"	151
	<Response> "Dad?" (+15 pt), "No, this is the first time." (+5 pt), "....." (0 pt)	
	"What the hell were ya doin' this late?"	
	<Response> "I was with a friend." (+5 pt), "I was studying." (0 pt), "None of your business." (+5 pt)	
	"I wonder if they felt the same way I did, as I waited for you earlier."	
	<Response> "Who's 'they'?" (0 pt), "What're you talking about." (0 pt)	
	"... No when I go home, I don't know what to do with myself, so I just come here and drink every night."	
	<Response> "You want to see your family?" (0 pt), "Are you running away?" (+5 pt)	
9	"I'm working 24/7, as if my temple was a convenience store..."	176
	<Response> "Take a break." (+5 pt), "Poor men know no leisure." (+5 pt)	
	"I've been drinking too much lately... making a fool of myself, like I did the other day. *sigh*"	
	<Response> "Hang in there." (+5 pt), "Time to retire?" (+5 pt)	
	"Whaddaya think?"	
	<Response> "What're you talking about?" (+5 pt), "I don't really care." (+5 pt)	

SOCIAL LINK:

STAR (XVII)

RIVAL ATHELETE

RANK 10 PERSONA: LUCIFER

DAYS AVAILABLE: Any day except on a School Holiday at Rank 9

MEETING LOCATION:
Iwatodai Station / Strip Mall

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	After August 3rd, talk to Mamoru, who's sitting in front of Wild-duck Burger, when your Courage is Rank 4 or higher.	-
2	"... Hey, _____. Can you keep today a secret? That I had ramen, I mean."	1
	<Response> "A secret from who?" (0 pt), "Yeah, no problem." (+5 pt)	
	"By the way, who do you consider your biggest rival?"	
	<Response> "Probably you, Mamoru." (+5 pt), "Myself really." (+15 pt)	
3	"... Think maybe I should buy some for them too?"	21
	<Response> "For your classmates?" (+5 pt), "Who do you mean?" (+5 pt)	
	"Our apartment's pretty small, though, so we have to pack'em deep. Ha ha."	
	<Response> "Sounds like fun." (+5 pt), "That must be tough." (+5 pt)	
4	"Oh man... just a few more."	41
	<Response> "What are you doing?" (+5 pt), "Enjoy your food." (+5 pt)	
	"You know what that means? If I do well enough, I might get a scholarship nod."	
	<Response> "Sounds like a good plan." (+5 pt), "...Yeah, and?" (0 pt)	
	"I bet my mother would be really relieved."	
	<Response> "How would I know?" (0 pt), "Yeah, I bet she would be."(+5 pt)	
5	"*pant* *pant* Sorry I kept you waiting... *gasp*"	61
	<Response> "You're late." (0 pt), "Are you okay?" (0 pt)	
	"I used to come here with my teammates a lot, but..."	
	<Response> "So what happened?" (0 pt), "We should come here again." (+5 pt)	
6	>What would you like to do?	81
	<Response> Look around for Mamoru (0 pt), Stay and wait a bit longer (0 pt)	
	>What would you like to do?	
	<Response> Kill some time (0 pt), Keep waiting for him (0 pt)	
	>What would you like to do?	
	<Response> Wait just a bit longer (0 pt), Leave (0 pt)	
	"Sorry man, I don't think I can meet up with you today."	
	<Response> "Did something come up? (0 pt), "Hey, no problem." (+15 pt)	
7	"Thanks for coming down here..."	101
	<Response> "What happened?" (0 pt), "I don't mind." (+5 pt)	
	"I've got so much I have to do."	
	<Response> "Yeah, that's tough." (+5 pt), "What's with all the complaining?" (+5 pt)	
	"Damn! I wish Dad were still alive!"	
	<Response> "There's not a lot you can do." (0 pt), "Well, do something about it." (0 pt)	
	"... Is it really gonna end like this?"	
	<Response> "You should just accept it." (0 pt), "Don't give up!" (+15 pt)	
8	"Think I should bring some home? ...Wait. I don't have any more money."	121
	<Response> "You should get some more." (+15 pt), "I could spot you a few bills." (0 pt)	
	"... And after all that, it was probably my fault that nobody seemed focused on winning."	
	<Response> "That's right." (+5 pt), "Don't worry about it." (+5 pt)	

Rank	NORMAL MEETING EVENTS (CONT) Questions and Answers List	Total pt Next
9	"So, the big meet was yesterday."	141
	<Response> "And you won?" (+5 pt), "... And you lost?" (0 pt)	
	"I got first place of course!"	
	<Response> Act surprised (0 pt), Do a victory celebration (+5 pt)	
	"... Make me feel a little empty, you know?"	
	<Response> "So what's next for Mamoru?" (+5 pt), "Can you play a different game?" (+5 pt)	
	"Order extra noodles. Go on, it's on me."	
	<Response> Thank him for his generosity (+5 pt), politely decline his offer (0 pt)	

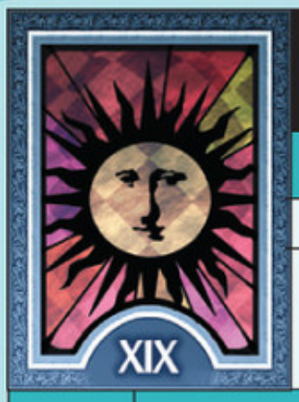
SOCIAL LINK: **MOON (XVIII)** GOURMET KING

RANK 10 PERSONA: SANDALPHON

DAYS AVAILABLE: Monday to Saturday

MEETING LOCATION:
Paulownia Mall

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	Talk to Kenji when the Magician S.Link is at Rank 3. Talk to the fat student on the fountain bench at Paulownia Mall when your Charm is Unpolished, and ask him "What are you eating?" Answer his quiz with the following responses: "Pheromone Coffee", "Green", and "Hagakure Bowl." Finally, bring him an Odd Morsel.	-
2	"So how 'bout it? Do you want to have me as your big brother?"	1
	<Response> "Sure, okay." (+15 pt), "... Not exactly." (0 pt)	
3	"So, do you 'Get me'? Who would you say I was...?"	21
	<Response> "You're Nozomi." (0 pt), "You are the Gourmet King!" (+15 pt)	
4	>Nozomi looks pale.	41
	<Response> "Did you eat too much?" (0 pt), "Oh, are you sick?" (+15 pt)	
5	"Right, _____?"	61
	<Response> "Yeah, that's right." (+15 pt), "..." (0 pt)	
6	"I don't get it. I felt fine up until a moment ago."	81
	<Response> "Does this happen often?" (+5 pt), "Ate to much, huh?" (0 pt), "Are you feeling sick?" (+15 pt)	
7	"Hope that wasn't too freaky..."	101
	<Response> "I'm going to freak out." (0 pt), "...So?" (+5 pt), "Wiped off the face of...!?" (+15 pt)	
	I know it's a good deal. We're having a salvation clearance right now.	
	<Response> "That's ridiculous." (0 pt), "I'm not paying for that." (0 pt)	
8	"I begged so hard for your soul that I think I lost weight."	121
	<Response> "You do look thinner." (0 pt), "Oh brother." (+15 pt)	
9	"Finally, Paradise is smiling upon me!"	126
	<Response> "You're gonna scam them too?" (0 pt), "Just stop it." (0 pt)	



SOCIAL LINK:

SUN (XIX)

DYING YOUNG MAN

RANK 10 PERSONA: ASURA

DAYS AVAILABLE: Sunday

MEETING LOCATION:
Naganaki Temple / Bench

Rank	NORMAL MEETING EVENTS Questions and Answers List	Total pt Next
1	When your S.Link with Maiko has reached Rank 3, talk to the sick man sitting on the bench during Daytime on a Sunday when your Academics stat is Rank 4 or higher. Then, after Koromaru has joined on August 8th, check under his paw in the lounge of the dorm to find the Red Fountain Pen. Take the pen to the man at the shrine to receive this Arcana.	-
2	"You're... not like the others."	-
	<Response> "How am I different?" (0 pt), "...Really." (+5 pt)	
	"Dying isn't so unusual, is it? What is there to gain by staying in this world for a long time, anyway?"	
	<Response> "That's a good point." (+5 pt), "I disagree." (0 pt), "I never thought about that." (0 pt)	
3	"... Why is this only happening to me?"	-
	<Response> "It's like God hates you." (0 pt), "I don't know." (+5 pt), "You aren't the only one." (0 pt)	
	"When I'm alone... it feels like it could end at any second."	
	<Response> "You don't need to worry." (0 pt), "Try not to talk so much." (+5 pt)	
4	"... Do you read many books?"	-
	<Response> "Yeah, I like reading." (+15 pt), "I don't care for books." (+5 pt), "It depends on the book." (+5 pt)	
	"... Do you read books all the way to the end?"	
	<Response> "Of course I do." (0 pt), "If it's boring, I stop reading." (+5 pt)	
5	"... I guess my condition won't improve if I keep taking chances, though."	-
	<Response> Reprimand Akinari (+15 pt), Tell Akinari to go home and rest (0 pt)	
6	"Hey, how do you feel about a pink alligator?"	-
	<Response> "Hey, that's cool." (+15 pt), "Kinda lame..." (0 pt), "What are you even talking about?" (0 pt)	
	"But, anyway... how does the story sound to you?"	
	<Response> "It sounds interesting." (+15 pt), "I don't think it sounds too great." (0 pt), "I'd need to hear more." (+5 pt)	
7	"...That's as far as I've written. I haven't decided on an ending."	-
	<Response> "That's a good story." (+5 pt), "It sounds really depressing." (+15 pt), "I've heard that one before." (+5 pt)	
8	>Akinari is having trouble breathing.	-
	<Response> Stay at his side (+5 pt), Try to encourage him (0 pt)	
	"It's not going to fix me anyway, right? ...It just helps for the pain and ... ... spasming..."	
	<Response> "...What!?" (0 pt), "What are you thinking?" (+5 pt)	
9	"So... I'd like you to congratulate me today. As of today, I'm a free individual."	-
	<Response> "Free from what?" (0 pt), "Oh, did you finish the story?" (+5 pt)	

SOCIAL LINK:

JUDGEMENT (XX)

NYX ANNHILATION TEAM

RANK 10 PERSONA: MESSIAH

DAYS AVAILABLE: N/A

MEETING LOCATION:
N/A

Rank	ADVANCEMENT TIME	Total pt Next
1	December 31st	-
2	Tartarus 215F	-
3	Tartarus 220F (After the Noble Seeker x3 boss fight)	-
4	Tartarus 224F	-
5	Tartarus 228F (After the Carnal Snake x3 boss fight)	-
6	Tartarus 236F (After the World Balance boss fight)	-
7	Tartarus 240F	-
8	Tartarus 244F (After the Fierce Cyclops x3 boss fight)	-
9	Tartarus 25nd Floor (After the Jotun of Grief boss fight)	-
10	Tartarus 254F	-

ELIZABETH'S REQUESTS

Starting on April 30th, Elizabeth will allow you to undertake some side quests. For requests where Elizabeth asks you to find an item, you will not be able to obtain those items unless you have accepted it. These quests involve bringing her specific items dropped from enemies, creating certain Personas according to her specifications, and even fighting a couple of optional bosses. Some of these quests have a due date, which will prevent you from completing them if you don't meet the deadline. Therefore it's advised that you accept and complete these requests as soon as possible. One final thing you need to be aware of is that you can only take part in three requests at a time, and if you need to make room for another quest you'll have to pay Elizabeth a fee to postpone taking the request for another time.

QUEST # 1 | REQUEST: **RETRIEVE 1 BEETLE SHELL.**

REWARD: 12,000 YEN

AVAILABLE: April 30th

DUE DATE: May 8th

METHOD:

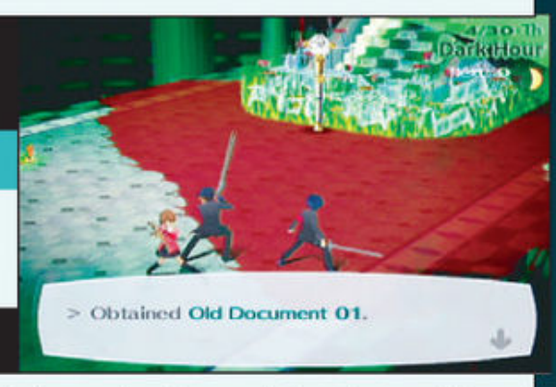
Simply go through the first sixteen floors, picking up whatever treasure there is along the way on any day before the deadline, until you start encountering the Grave Beetles. They first appear on the 6th Floor.

QUEST # 2 | REQUEST: **RETRIEVE THE FIRST OLD DOCUMENT.**

REWARD: BEAD CHAIN X1

AVAILABLE: April 30th

DUE DATE: May 8th



METHOD:

These requests don't require much effort. All you need to do is check in with Elizabeth once you've reached a barricade in Tartarus before the next full moon. This document is on the 16th floor.

QUEST # 3 | REQUEST: **I'D LIKE TO SIP A MUSCLE DRINK.**

REWARD: REVIVAL BEAD X3

AVAILABLE: April 30th

DUE DATE: -

METHOD:

If you haven't obtained a Muscle Drink while in Tartarus, you can easily buy one from the Pharmacy in Paulownia Mall.

QUEST # 4 | REQUEST: **RETRIEVE 3 OLD LANTERNS.**

REWARD: 31,000 YEN

AVAILABLE: May 10th

DUE DATE: June 7th

METHOD:

The Phantom Mages will start to drop this item once you've undertaken the request, so once you start your first Tartarus ascent after the full moon in May, take this request beforehand. You'll encounter Phantom Mages on floors 17-24. If you weren't able to get the 3 Old Lanterns on the first run, just follow the walkthrough until you reach the barricade for that block of Tartarus. You'll have over a week in which to complete this request.

QUEST # 5

REQUEST:

RETRIEVE THE SECOND OLD DOCUMENT.

REWARD: BALM OF LIFE X1

AVAILABLE: May 10th

DUE DATE: June 7th

METHOD:

The only condition that needs to be mentioned is that you must reach the 40th floor of Tartarus on or before the deadline.

QUEST # 6

REQUEST:

CREATE JACK FROST WITH DIA.

REWARD: HIGH-CUT ARMOR

AVAILABLE: May 10th

DUE DATE: -

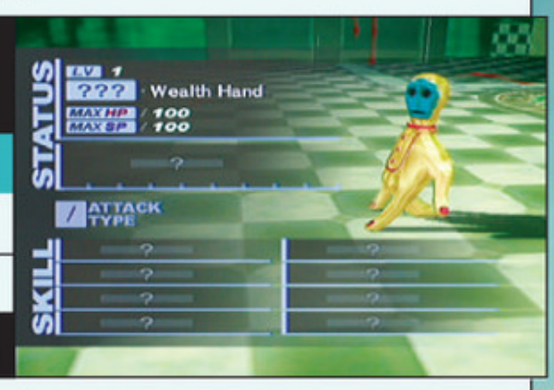
METHOD:

Jack Frost does not normally learn Dia, so you'll have to transfer the skill from another Persona to him via fusion. The Personas that have Dia are Pixie, Omoikane, and Unicorn. Coincidentally, if you fuse Pixie and Unicorn together, you'll create a Jack Frost. If you don't have Unicorn yet, you can obtain one from an Oracle Shuffle or create it by fusing Orpheus and Pixie. If Dia doesn't appear in Jack Frost's skill list before you confirm the fusion, just back out and reselect both Pixie and Unicorn to change the skills to be transferred until Dia appears in Jack Frost's list.

QUEST # 7

REQUEST:

RETRIEVE 1 LEAD MEDAL.



REWARD: TOY BOW

AVAILABLE: May 10th

DUE DATE: -

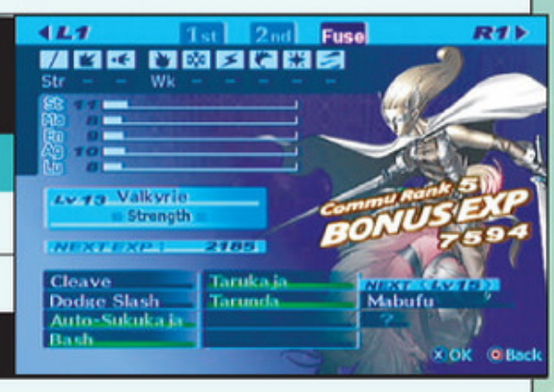
METHOD:

On every floor where there's an enemy, there's a remote chance that one of the Shadows crawling around will be gold in color. These are the Shadows you want to look for in this quest. The Wealth Hands are the gold-colored Shadows located in Tartarus's 1st Block. These enemies are quite elusive, and will run away from you if you're not directly behind them. Once you've snuck up behind this Shadow and initiated an attack, it will always get to go first. It's complete luck whether it will run away or not, so you need to kill it fast. The easiest thing to do is find its weak point, which changes from encounter to encounter. Find the weak point by using Slash, Strike, and Pierce attacks in quick succession. A team of Akihiko, Junpei, and Yukari ensures this. As a point of interest, when you revisit floors in Tartarus, there's a chance you'll get a floor with nothing but golden Shadows.

QUEST # 8

REQUEST:

CREATE VALKYRIE WITH TARUKAJA.



REWARD: TORN BLACK CLOTH

AVAILABLE: Complete Request #6

DUE DATE: -

METHOD:

This is a relatively easy fusion recipe, because Valkyrie is the first Persona of the Strength Arcana. This means you can use two low level Personas to create Valkyrie, who has a higher starting level. The lowest-level Persona that comes with Tarukaja is Forneus, who you can get in an Oracle Shuffle. If you combine Forneus with Yomotsu Shikome, the lowest-level Hermit Persona, you'll create a Valkyrie with Tarukaja.

QUEST # 9

REQUEST:

RETRIEVE 5 BRONZE FIGURINES.

REWARD: SIGMA DRIVE

AVAILABLE: June 10th

DUE DATE: July 6th

METHOD:

The Bronze Dice tend to appear in groups of two or more, so getting five of these items might not seem too hard. The trouble is they only appear on floors 41-46, which is a very narrow range if ever there was one.

QUEST # **10** | REQUEST: ***RETRIEVE 3 SNAKE SCALES.***

REWARD: 46,000 YEN

AVAILABLE: June 10th

DUE DATE: July 6th

METHOD:

While traveling through floors 41-64 of Tartarus, you may come across Shadows that appear to be glowing purple. That is a warning that the Shadows you'll encounter are more powerful than the ones you're currently fighting. Elizabeth will ask you to defeat those Shadows on the aforementioned floors. The Lustful Snakes are weak against Ice, so make sure that Mitsuru is part of the team when you go hunting for them.

QUEST # **11** | REQUEST: ***RETRIEVE THE THIRD OLD DOCUMENT.***

REWARD: TRAESTO GEM X3

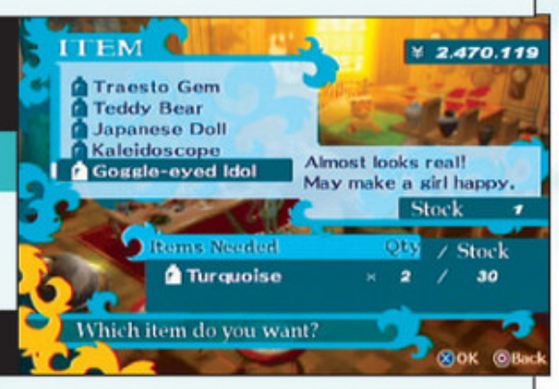
AVAILABLE: June 10th

DUE DATE: July 6th

METHOD:

When you reach the the 64th floor of Tartarus, grab what's inside the briefcase at the barrier, and return to Elizabeth before the deadline is up to receive your reward.

QUEST # **12** | REQUEST: ***RETRIEVE 1 GOGGLE-EYED IDOL.***



REWARD: BLADEFIST

AVAILABLE: June 10th

DUE DATE: -

METHOD:

After the Antiques Store in Paulownia Mall has opened up, pay a visit and trade in two Turquoises to get the Goggle-eyed Idol. The Velvet Room is also conveniently located nearby as well. Turquoises are dropped by seemingly random enemies in Arqa, so fight as many Shadows over as many floors as you can to get them.

QUEST # **13** | REQUEST: ***RETRIEVE THE SHELL OF A MAN.***

REWARD: LAND BADGE

AVAILABLE: June 10th

DUE DATE: -

METHOD:

To find what Elizabeth is looking for, check the locked doors of the Laboratory in the first-floor hallway of Gekkoukan High to receive an Anatomical Model. Bring that to Elizabeth to get your reward.

QUEST # **14** | REQUEST: ***RETRIEVE 1 STEEL MEDAL.***

REWARD: SPIKED BAT

AVAILABLE: Complete Request #7

DUE DATE: -

METHOD:

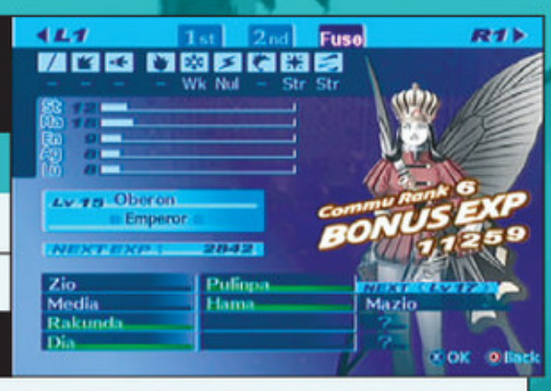
This request is just like #7 when you were hunting for Wealth Hands. This time, you'll be hunting for Treasure Hands within Tartarus's second block. Once you've opened up all the floors of Arqa by the middle of June, you can go through all the floors quickly until you get one that has nothing but golden Shadows crawling around.

QUEST # **15** | REQUEST: ***CREATE OBERON (LV 17+).***

REWARD: COIN OF KNIGHT X3

AVAILABLE: Complete Request #8

DUE DATE: -



METHOD:

Oberon starts out at Level 15, so the easiest way to get him up to Level 17 is to make sure your Emperor S.Link is Rank 3 or higher. There are many combinations to create an Oberon, but the easiest is a fusion of Archangel and the Jack Frost you created from Request #6.

QUEST # **16** | REQUEST: ***RETRIEVE 1 SHADOW SHARD.***

REWARD: SCRUB BRUSH

AVAILABLE: Complete Request #12

DUE DATE: -

METHOD:

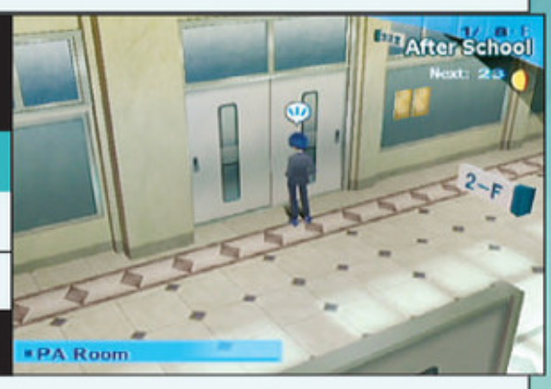
Ignore Elizabeth's note that the Shadow Shard is found on floors 65-68 of Tartarus. The Shadow Shard is actually found within a randomly spawned chest on floors 68, 71, 81, and 84. It has a chance of appearing on those floors 10% of the time, so you'll have to make several trips opening every chest on those floors until you snag one.

QUEST # **17** | REQUEST: ***I'D LIKE SOME FUNKY SCHOOL MUSIC.***

REWARD: PLEIADES

AVAILABLE: July 8th, Complete Request #13

DUE DATE: -



METHOD:

You can find the CD from the small PA Room on the second floor of the school. It's directly across from Room 2-F where you always end your class for the day.

QUEST # **18** | REQUEST: ***RETRIEVE 5 RELIC FRAGMENTS.***

REWARD: MEDICAL POWDER X5

AVAILABLE: July 8th

DUE DATE: August 5th

METHOD:

After taking on this request, the Creation Relics on floors 65-77 of the Yabbashah block will start to drop the items you need. They are weak against Dark attacks, so dispatching them quickly to get 5 Relic Fragments shouldn't be too difficult.

QUEST # **19** | REQUEST: ***RETRIEVE 3 GREASY GEARS.***

REWARD: 70,000 YEN

AVAILABLE: July 8th

DUE DATE: August 5th

METHOD:

Look for Shadows that have a purple glow to find the Wild Drives. They always appear in pairs and are resistant to all physical attacks but weak against electricity, so use Mazio to knock them down easily.

QUEST # **20** | REQUEST: ***RETRIEVE THE FOURTH OLD DOCUMENT.***

REWARD: BALM OF LIFE X3

AVAILABLE: July 8th

DUE DATE: August 5th

METHOD:

All you need to do is reach the 64th floor of Tartarus and bring the document from there to Elizabeth on or before the 5th of August.

QUEST # 21 | REQUEST: **RETRIEVE 1 BRONZE MEDAL.**

REWARD: STEEL PIPE

AVAILABLE: Complete Request #14

DUE DATE: -

METHOD:

Hunt for those golden Shadows in the same manner as before when spelunking through Tartarus's 3rd Block.

QUEST # 22 | REQUEST: **CREATE VETALA WITH MARAGI.**

REWARD: SUGAR KEY

AVAILABLE: Complete Request #15

DUE DATE: -

METHOD:

The few Personas that automatically start with Maragi are Pyro Jack, Sati, and Flauros. Use Pyro Jack since his level, at 14, is the lowest of the three, and he can be obtained in an Oracle Shuffle. To create a Vetala using a Pyro Jack, just fuse him to a lowly Ara Mitama.

QUEST # 23 | REQUEST: **CREATE ORTHRUS WITH DODGE SLASH.**

REWARD: TIGERHIDE BELT

AVAILABLE: Complete Request #22

DUE DATE: -

METHOD:

Create Ose by using a Triangle Spread of the Oberon, Zouchouten, and Naga. Now fuse him with Titan to create Orthrus with Dodge Slash.

QUEST # 24 | REQUEST: **RETRIEVE TIARA'S HAIR X5.**

REWARD: HOMUNCULUS X3

AVAILABLE: August 7th

DUE DATE: September 4th

METHOD:

The Shouting Tiaras on floors 102-113 will drop this item regularly once you accept this request. The tend to appear in large groups and are weak against Ice and Dark attacks, which means you can slaughter them en masse by using Mabufu or Mamudo.

QUEST # 25 | REQUEST: **RETRIEVE KNIGHT'S REINS X4.**

REWARD: SIX-SHOT

AVAILABLE: August 7th

DUE DATE: September 4th

METHOD:

The Champion Knights are found on floors 90-113 as glowing purple Shadows. Make sure you're bring along Garu skills and Yukari when you go looking for them, otherwise you may wind up being hunted yourself.

QUEST # 26 | REQUEST: **RETRIEVE THE FIFTH OLD DOCUMENT.**

REWARD: 120,000 YEN

AVAILABLE: August 7th

DUE DATE: September 4th

METHOD:

Return to Elizabeth (before the deadline) after accepting this request to get Old Document 05 from floor 114.

QUEST # **27** | REQUEST: ***RETRIEVE 1 PLATINUM WATCH.***

REWARD: AIGIS ARMOR V.3

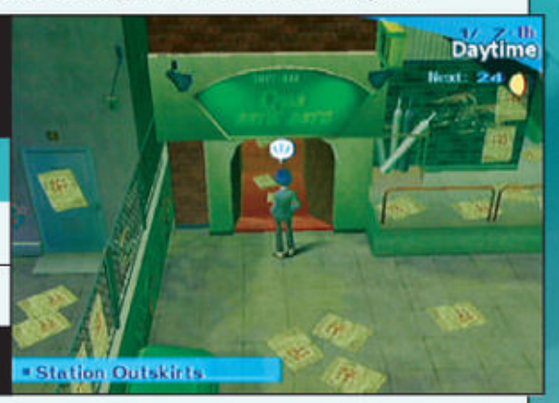
AVAILABLE: Complete Request #16

DUE DATE: -

METHOD:

You can buy a Platinum Watch if you go to the Be Blue V accessory shop in Paulownia Mall during the daytime when you're at Level 26 or higher.

QUEST # **28** | REQUEST: ***I'D LIKE A DRINK THAT SHARES MY NAME.***



REWARD: AROUNDIGHT

AVAILABLE: August 7th, Complete Request #17

DUE DATE: -

METHOD:

Go to Port Island Station and head left, past the Flower Seller. You'll end up in a back alley. Go to the bar Que Sera Sera and examine the place, whereupon you'll be handed a cocktail called Queen Elizabeth. Take this drink to Elizabeth.

QUEST # **29** | REQUEST: ***CREATE OUMITSUNU (LV 33+).***

REWARD: MACHINE CORE

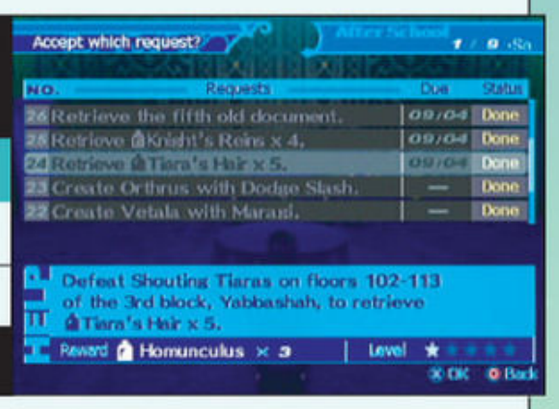
AVAILABLE: Complete Request #23

DUE DATE: -

METHOD:

Oumitsunu starts at Level 30, so you'll want to make sure your Chariot S.Link is Level 5 to ensure he gains the 3 Levels he needs right off the bat. You can create Oumitsunu by fusing together Sarasvati and Flauros

QUEST # **30** | REQUEST: ***RETRIEVE 1 HOMUNCULUS.***


Accept which request?
NO. Requests Due Status
26 Retrieve the fifth old document. 09/04 Done
25 Retrieve Knight's Reins x 4. 09/04 Done
24 Retrieve Tiara's Hair x 5. 09/04 Done
23 Create Orthrus with Dodge Slash. — Done
22 Create Vetala with Maraud. — Done
Defeat Shouting Tiaras on floors 102-113 of the 3rd block, Yabbashah, to retrieve Tiara's Hair x 5.
Reward Homunculus x 3
Level
OK
Back

REWARD: MIKAZUKI MUNECHIKA

AVAILABLE: Complete Request #27

DUE DATE: -

METHOD:

If you complete Request #24, you'll have 3 of the items Elizabeth wants, making this the easiest request to complete.

QUEST # **31** | REQUEST: ***FIND ME A BEAUTIFUL TILE.***

REWARD: BERSERKER'S SEAL

AVAILABLE: September 6th, Complete Request #28

DUE DATE: -

METHOD:

You can get a playing piece by going to the back alley at Port Island Station and check the establishment that's next door to the bar you visited to complete Request #28. Inside you'll be challenged to a game of Rock, Paper, Scissors. Keep trying until you win the game, at which point you'll receive the Mahjong Tile that Elizabeth is asking for.

QUEST # **32** | REQUEST: ***RETRIEVE 1 SILVER MEDAL.***

REWARD: BONE

AVAILABLE: Complete Request #21

DUE DATE: -

METHOD:

You'll need to be looking for the golden Shadows inside the 4th Block of Tartarus. The Opulent Hands will start dropping Silver Medals once you've accepted this request.

QUEST # 33 | REQUEST: **RETRIEVE EMPRESS'S MIRROR X5.**

REWARD: SOMA X1

AVAILABLE: September 6th

DUE DATE: October 3rd

METHOD:

Empress's Mirrors are dropped by the Elegant Mothers once you take on this request. They start appearing on floor 126 up until the first barricade of the 4th Block. They're weak to electricity, so be sure to use Akihiko and Ken in your party to dispatch them faster.

QUEST # 34 | REQUEST: **RETRIEVE 3 GOLD HANDGUARDS.**

REWARD: 200,000 YEN

AVAILABLE: September 6th

DUE DATE: October 3rd

METHOD:

The Hakurou Mushas are weak against both Hama and Mudo skills, so bring Ken and Koromaru along for their instant death skills. If you have either Virtue or Dominion Personas, then hunting for those purple Shadows will be much easier.

QUEST # 35 | REQUEST: **RETRIEVE THE SIXTH OLD DOCUMENT.**

REWARD: BEAD X5

AVAILABLE: September 6th

DUE DATE: October 3rd

METHOD:

Grab the sixth old document from the 4th Block's first barricade and bring it to Elizabeth before the next full moon.

QUEST # 36 | REQUEST: **CREATE BLACK FROST.**

REWARD: WIZARD'S MARK

AVAILABLE: Complete Request #29

DUE DATE: -

METHOD:

You will not be able to create Black Frost until September 18th. This is because you need to fuse together four Personas to create him, and you won't be allowed to fuse together more than three Personas until after that date. To create Black Frost you need to have four specific Personas in your repertoire: King Frost, Jack Frost, Pyro Jack, and Queen Mab. You will need to create King Frost since he can't be obtained through an Oracle Shuffle. To create King Frost you can fuse the Oumitsunu you created earlier with Narcissus. Once you have all four Personas, select the Cross Spread option for fusing Personas and Black Frost will be available for you to create.

QUEST # 37 | REQUEST: **RETRIEVE 1 SHADOW CRYSTAL.**

REWARD: BUST STOP SIGN

AVAILABLE: Complete Request #30

DUE DATE: -

METHOD:

This request is very similar to #16. The Shadow Crystal she wants is in a randomly generated case on floors 140, 144, 148, and 154. It has a 10% chance of appearing on those floors and it's an ordinary treasure, so you'll have to find and collect every treasure case on those floors until you get it.

QUEST # **38** | REQUEST: ***I'D LIKE TO TRY SUSHI.***

REWARD: SORCEROR'S MARK

AVAILABLE: October 5th, Complete Request #31

DUE DATE: -

METHOD:

You can find Sushi at the Inari Shrine, which is to the left of the offertory box at the Naganaki Shrine. There is a catch though; you won't be able to acquire the sushi until your Academics has reached Rank 6 (Genius).

QUEST # **39** | REQUEST: ***RETRIEVE 3 GOLD RINGS.***

REWARD: 340,000 YEN

AVAILABLE: October 5th

DUE DATE: November 2nd

METHOD:

The Gold Rings are dropped by the Wondrous Magi that inhabit floors in the 150 range of Tartarus. Like most enemies of this type, they are weak against fire. Bring along Junpei and Koromaru when you accept this request.

QUEST # **40** | REQUEST: ***RETRIEVE 2 RED ARMOR PLATES.***

REWARD: SPIRIT BRACERS

AVAILABLE: October 5th

DUE DATE: November 2nd

METHOD:

The Scarlet Turrets that Elizabeth has you going after this time, are especially deadly purple Shadows. Make sure you bring along both Ken and Akihiko to exploit their weakness to electricity. The Scarlet Turret's most feared attack is Arrow Rain, which can inflict as much as 400 damage to all characters. if your main character's HP isn't that high then make sure you set a Persona that lowers Pierce damage, such as Cu Chulainn, when you encounter them.

QUEST # **41** | REQUEST: ***RETRIEVE THE SEVENTH OLD DOCUMENT.***

REWARD: SOMA X1

AVAILABLE: October 5th

DUE DATE: November 2nd

METHOD:

Once you get Old Document 07 from the 164th floor of Tartarus, stop by the Velvet Room and show it to Elizabeth before the due date.

QUEST # **42** | REQUEST: ***CREATE GIRIMEHKALA.***

REWARD: MARIONETTE

AVAILABLE: Complete Request #36

DUE DATE: -

METHOD:

In order to Create Girimehkala you need to have four specific Personas, just like when you created Black Frost. The Personas you need are Gurr, Rangda, Vetala, and Taraka. Taraka, and Rangda can be found in Oracle Shuffles, while you can use the Vetala you created earlier. However, Gurr needs to be created beforehand by fusing Pixie, Omoikane, and Chimera in a Triangle Spread.

QUEST # **43** | REQUEST: ***CREATE DAISOUJOU.***

REWARD: SPACE BADGE

AVAILABLE: Complete Request #42

DUE DATE: -

METHOD:

This one is a little trickier as you'll be needing seven Persona slots at the most to do a bunch of fusions. You need Mithra, Ara Mitama, Kusi Mitama, Saki Mitama, and Nigi Mitama to make Daisoujou. However, you can't get Mithra and Nigi Mitama in an Oracle Shuffle like the others, so they'll each need to be created. Nigi Mitama can be created by fusing Forneus and Nekomata together, while Mithra can be made from a combination of Valkyrie and Principality.

QUEST # 44 | REQUEST: **RETRIEVE 6 PINK FEATHERS.**

REWARD: BERSERKER'S SEAL

AVAILABLE: November 4th

DUE DATE: December 1st

METHOD:

The Pink Feathers are held by the Gracious Cupid Shadows hanging around floors in the 180 bracket. The Cupids are weak against Strike attacks, so if you use an attack like Heat Wave they can be defeated incredibly quickly.

QUEST # 45 | REQUEST: **RETRIEVE 3 MOON TABLETS.**

REWARD: SPACE BADGE

AVAILABLE: November 4th

DUE DATE: December 1st

METHOD:

Look for purple Shadows on floors 165-189 to find the Ruinous Idols that drop Moon Tablets. Make sure you have Mahamaon from a Persona such as Throne, and that Ken is part of the group to make things easy on yourself.

QUEST # 46 | REQUEST: **RETRIEVE THE LAST OLD DOCUMENT.**

REWARD: 650,000 YEN

AVAILABLE: November 4th

DUE DATE: December 30th

METHOD:

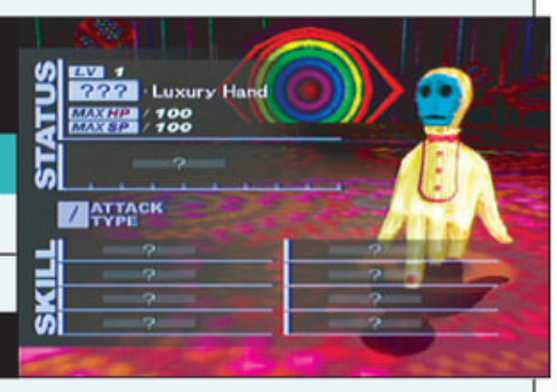
You're given nearly two months to reach the top of the 5th Block to find the last document. If you're following the walkthrough, you could have this done by December 1st.

QUEST # 47 | REQUEST: **RETRIEVE 2 GOLD MEDALS.**

REWARD: ROCKET PUNCH

AVAILABLE: Complete Request #32

DUE DATE: -



METHOD:

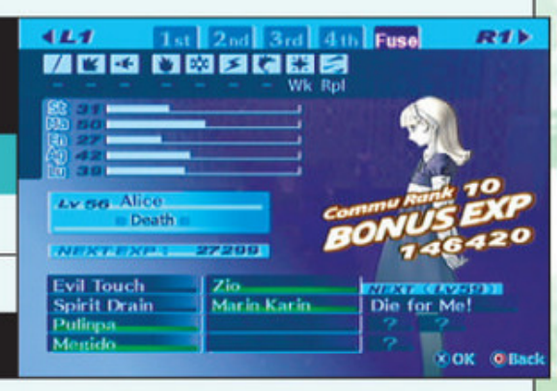
You can find Luxury Hands by looking for the elusive golden Shadows throughout the 5th Block of Tartarus.

QUEST # 48 | REQUEST: **CREATE ALICE WITH MEGIDO.**

REWARD: LILY PETAL

AVAILABLE: Complete Request #43

DUE DATE: -



METHOD:

Even though this Fusion request isn't the last, it is by far the toughest due to the amount of work involved. To create Alice you need to have Lilim, Pixie, Nata Taishi, and Narcissus in your stock of Personas. The problem comes from the fact that Megido is learned by Personas that are all at a higher level than them, and that Pixie is the best candidate to accept Megido to pass it on to Alice. To get Megido onto the Pixie, you need to transfer Megido to any Persona of the Lovers arcana, and keep fusing Lovers together to create a weaker Persona until you create a Pixie with Megido. The best Fusion path to do this is to first create Nebiros by combining Kingu and Vasuki, then combine Nebiros with Leanan Sidhe to transfer Megido over to Titania, a Lovers Persona. Now, it's important you keep using Narcissus to "Level Down" your Lovers Persona until you reach Pixie, this is because Narcissus is the only Lovers Persona that is not inclined to accept Megido when he's created. Titania and Narcissus will create a Queen Mab, and then Queen Mab and Narcissus makes a Pixie. Once the Pixie with Megido has been created, it's time to create Nata Taishi and Lilim. Nata Taishi is created by fusing Leanan Sidhe and Orthrus, while Lilim is made from a combination of Nekomata and Ara Mitama. Once you have Megido on the Pixie you can combine her with, Narcissus, Nata Taishi, and Lilim to finally create Alice through the Cross Spread fusion option.

QUEST # 49

REQUEST:

RETRIEVE SAND OF TIME X3.

REWARD: CHARUN'S HAMMER

AVAILABLE: December 4th

DUE DATE: December 30th

METHOD:

The Sands of Time are dropped by the Perpetual Sands between floors 202 and 210 of Tartarus. They are weak against both Slash and Pierce attacks, so defeating them for those items shouldn't pose a problem.

QUEST # 50

REQUEST:

RETRIEVE 3 RAINBOW HAIRS.

REWARD: OMEGA DRIVE

AVAILABLE: December 4th

DUE DATE: December 30th

METHOD:

The Daring Gigas enemies are found by encountering the purple Shadows on floors 191-214. They can be pretty formidable opponents, but if you hit them with Magarudyne to knock them down, they become really easy to beat up.

QUEST # 51

REQUEST:

CREATE LILITH WITH MABUFUDYNE.

REWARD: SACRIFICAL IDOL

AVAILABLE: Complete Request #48

DUE DATE: -

METHOD:

Lilith is created by fusing Lilim, Vetala, Incubus, and Succubus together. None of them know Mabufudyne, so the best Persona to transfer it to would be Succubus, since she's the highest-level Persona of the four. Byakko is the easiest Persona to create with Mabufudyne, but you can't create him until you've maxed your Temperance S.Link. Create Byakko by fusing Kikuri-Hime, Throne, and Raphael in a Triangle Spread. After creating Byakko, fuse him with a Cu Chulainn to create a Succubus with Mabufudyne. Since you've already created Lilim and Vetala, that just leaves Incubus. Make him by fusing Leanan Sidhe and Ares. Finally, fuse the four Devil Personas with a Cross Spread.

QUEST # 52

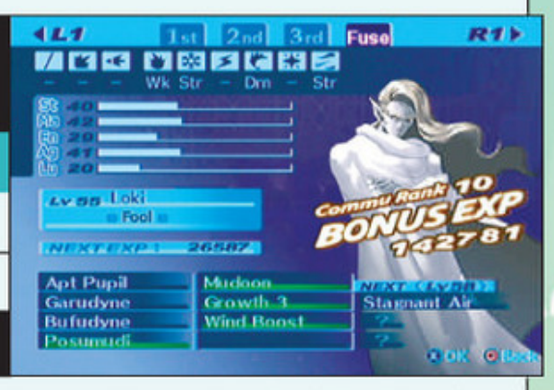
REQUEST:

CREATE LOKI (LV 63+)

REWARD: MASAKADOS

AVAILABLE: Complete Request #51

DUE DATE: -



METHOD:

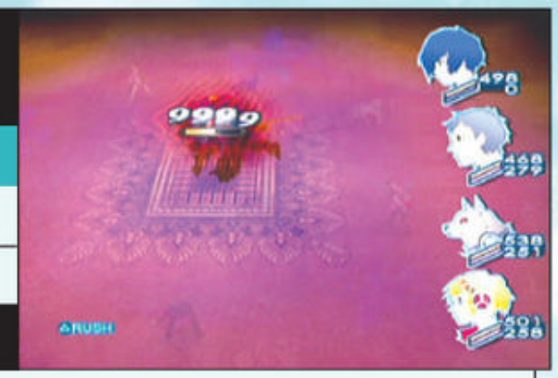
Loki starts at level 55, and even with a maxed-out Fool Arcana S.Link he'll only be at level 60. It's much easier to get him up to level 63 from there if you transfer Growth 3 onto him and then explore Monad. To get Growth 3 onto Loki, use Daisoujou, Ubelluris, and Atropos in a Triangle Spread. To rapidly gain levels while in Monad, take all Shadows by surprise, then run away unless you've found Vehement Idols or Amorous Snakes, which are respectively vulnerable to Hama and Mudo skills. Defeating them will yield quick and easy experience to help level Loki up to 63.

QUEST # 53 | REQUEST: **RETRIEVE 1 BLOODY BUTTON.**

REWARD: 5,000,000 YEN

AVAILABLE: January 1st

DUE DATE: -



METHOD:

Elizabeth asks you to kill the Reaper for the Bloody Button. We strongly recommend that you take on this quest during a second cycle, in order to preserve the challenge of the game, and because this quest is a requirement to unlock Request #55. TThe Reaper can be found on any floor of Tartarus if you wait long enough. It usually takes ten to fifteen minutes before he'll appear, unless you hang out on a floor that Fuuka has warned you about or you select a cursed card in an Oracle Shuffle. TThe trick to this fight is to kill the Reaper in one shot with the Armageddon Fusion Spell. You must have both Lucifer and Satan in your stock of Personas, and you must have one of them equipped. To create Lucifer, max the Star S.Link and use the first four floors of Monad to grind to level 88. The first step is to create Shiva by fusing Rangda and Barong, then fuse Shiva to Skadi and Lilith. To create Satan, fuse Shiva, Skadi, and Atropos. Now all you have to do is track the Reaper down and unleash Armageddon on him for an easy win.

QUEST # 54 | REQUEST: **RETRIEVE 3 PLATINUM MEDALS.**

REWARD: JACK'S GLOVES

AVAILABLE: Complete Request #47

DUE DATE: -

METHOD:

The best way to find three golden Shadows quickly is to run through all the floors in the Adamah Block of Tartarus until you find a floor that only contains Glorious Hands.

QUEST # 55 | REQUEST: **DEFEAT THE ULTIMATE OPPONENT.**

REWARD: OMNIPOTENT ORB

AVAILABLE: On second cycle, Monad Block open, Complete Request #53

DUE DATE: -

METHOD:

Elizabeth – the ultimate opponent – can be found on the 10th floor of the Monad Block of Tartarus. The trouble is that you can only face her one-on-one; otherwise, she'll use Armageddon to inflict 9999 damage on the party on every turn until you're dead. Therefore, you have to do a lot of preparation before you can fight her. You must be at level 99, thus raising your HP and SP to 999. Level your Lucifer Persona, as detailed above, to level 94 or higher so he knows Victory Cry, and make a Satan Persona so you can use Armageddon. This should allow you to coast through Monad with ease, and Armageddon is also mandatory for fighting Elizabeth, which we'll explain later. Elizabeth will also use Armageddon against you if she detects that you can Block, Repel, or Drain an attack. Because of this, you can only use Personas that can Resist properties. We recommend you bring the following Personas: Susano-o, Scathach, Titania (discard Mediarama), Alilat (make sure to fill out her ability list via skill transfers, so you can decline her Repel skills), Attis (discard Repel Light), Chi You (discard Absorb Strike), and Dionysius. You'll also need to have mastered skill transference via fusion, because you should put the following skills on these Personas:

Susano-o: Garudyne, Agidyne
Scathach: Resist Slash, Resist Fire
Titania: Diarahan, Resist Slash, Resist Pierce
Alilat: Resist Fire, Resist Ice, Resist Elec, Resist Wind, High Counter
Attis: Diarahan, Resist Elec, Resist Fire, Resist Light
Chi You: Heaven's Blade, Power Charge, High Counter, Enduring Soul, Resist Dark
Dionysus: Resist Light

Make sure you're well-stocked with a number of Beads collected from Tartarus, some Homunculi, Precious Eggs, and Bead Chains from the Antiques Store, along with an assortment of status-healing items. Finally, equip at least an Apocalypse, Armor of Light, and a Divine Pillar. The Armor of Light may take some time to acquire, but it's actually pretty easy if you simply register Messiah while he has a heart just before he levels up to release an item.

METHOD:

Elizabeth gets two turns for every one of yours and she will fight you by switching Personas after each action you make. Her Persona switching goes in the following order:

Surt - Attack: Fire - Takes Extra Damage from Ice
Jack Frost - Attack: Ice - Takes Extra Damage from Fire
Thor - Attack: Electricity - Takes Extra Damage from Wind
Cu Chulainn - Attack: Wind - Takes Extra Damage from Electricity
Metatron - Attack: Mahamaon - Takes Full Damage from Physical attacks
Alice - Attack: Mamudoon - Takes Full Damage from Physical attacks
Nebiros - Attack: Random Status Ailment - Takes Half Damage.
Masakado - Attack: Megidolaon - Immune to all except Almighty.

She'll then start switching again from the top of the list. The trick to fighting her is to switch to an appropriate Persona so that you'll always resist the damage she delivers. Therefore, you should switch to the following Personas in this fashion:

Start -> Switch to Scathach to use Power Charge.
After Surt -> Stay with Scathach
After Jack Frost -> Switch to Susano-o
After Thor -> Stay with Susano-o
After Cu Chulainn -> Switch to Dionysus
After Metatron -> Switch to Chi You
After Alice -> Switch to Alilat
After Nebiros -> Stay with Alilat
After Masakado -> Switch to Attis for healing.

If you need to heal without using a Bead or Bead Chain, you should switch to Titania if Jack Frost, or Cu Chulainn will be next, or to Attis in any other instance. Elizabeth also has a couple of surprises in store for you, and you will need to have a calculator handy or be proficient at mental arithmetic. Elizabeth has 20000 HP, and once her HP gets below 10000 she'll switch to Pixie to immediately restore it all. She'll only do that once during the battle. However, on that same round she may also use Megidolaon, so be prepared by switching to Alilat when you know your next attack will bring her HP below 10000. From that point on, she'll only switch to Pixie to use Diarahan and Megidolaon when her HP falls below 9000 every time. The trick now is to attack her enough, so that when you know her HP is between 9001 and 9999, you can safely switch to Satan or Lucifer and use Armageddon to deliver the killing blow.

MONAD

ENCOUNTERS - FLOORS 1-10

Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Random	Acheron Seeker	Hermit	96	478	235	-	-	-	Drain	Drain	Drain	Drain	-	-	-
Random	Amorous Snake	Lovers	93	470	230	Resist	Resist	Resist	Drain	Weak	-	-	-	Repel	Weak
Random	Divine Mother	Empress	90	438	249	-	-	-	-	-	Weak	Block	-	Repel	Weak
Random	Eternal Sand	Fortune	97	481	236	Weak	Weak	-	Block	Block	Block	Drain	-	-	-
Random	Grand Magus	Magician	88	432	246	-	Block	-	Weak	Repel	-	-	-	Repel	Repel
Random	Hallowed Turret	Chariot	94	520	220	Repel	Repel	Repel	-	-	Weak	-	-	Resist	Resist
Random	King Castle	Emperor	94	464	228		Repel				Drain	Weak		Resist	Resist
Random	Tenjin Musha	Strength	95	524	221	-	-	-	-	-	Weak	Drain	-	-	-
Random	Vehement Idol	Priestess	89	435	247	-	-	Repel	Repel	-	-	Block	-	Weak	Repel
Random	Void Giant	Justice	98	484	237	Drain	Drain	Drain	-	-	-	-	-	Repel	Repel
Random	White Sigil	Hierophant	94	444	252	Repel			Weak	Drain	-	-	-	Repel	-

BOSSES

ENCOUNTERS - OPTIONAL BOSSES

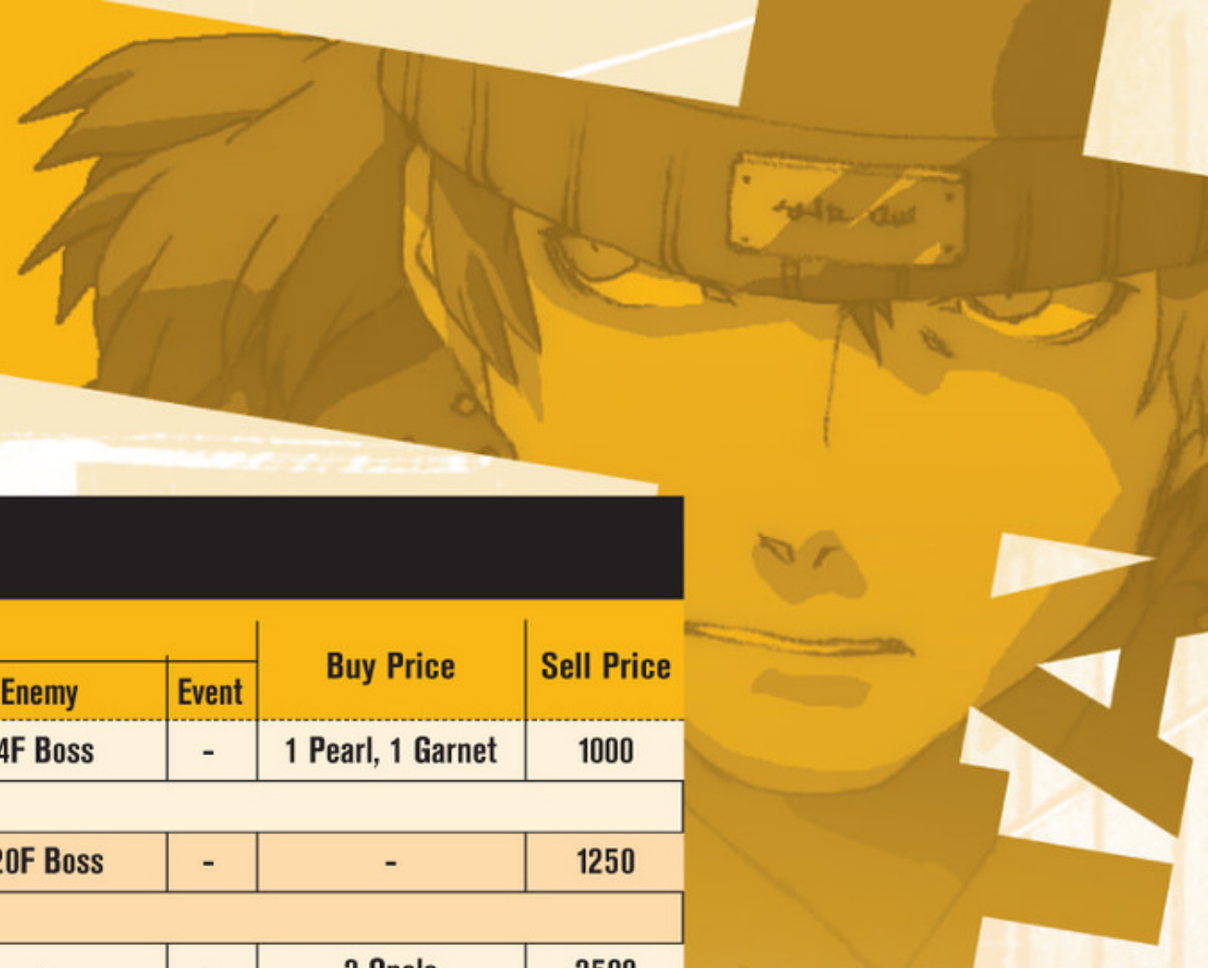
Type	Enemy Name	Arcana	LVL	HP	SP	Slash	Strike	Pierce	Fire	Ice	Elec	Wind	Alm	Light	Dark
Boss	The Reaper	Death	99	4444	9999	Resist	Resist	Resist	Resist	Resist	Resist	Resist	-	Block	Block
Boss	Elizabeth	???	99	20000	?	-	-	-	-	-	-	-	Resist	Block	Block
Persona	Elizabeth (Surt)	???	Share	Share	Share	-	Block	-	Drain	-	-	-	Resist	Block	Block
Persona	Elizabeth (Jack Frost)	???	Share	Share	Share	-	-	Block	-	Drain	-	-	Resist	Block	Block
Persona	Elizabeth (Thor)	???	Share	Share	Share	Block	-	-	-	-	Drain	-	Resist	Block	Block
Persona	Elizabeth (Cu Chulainn)	???	Share	Share	Share	-	-	Block	-	-	-	Drain	Resist	Block	Block
Persona	Elizabeth (Metatron)	???	Share	Share	Share	-	-	-	Block	Block	Block	Block	Resist	Block	Block
Persona	Elizabeth (Alice)	???	Share	Share	Share	-	-	-	Block	Block	Block	Block	Resist	Block	Block
Persona	Elizabeth (Nebiros)	???	Share	Share	Share	Resist	Resist	Resist	Resist	Resist	Resist	Resist	Resist	Block	Block
Persona	Elizabeth (Masakado)	???	Share	Share	Share	Block	Block	Block	Block	Block	Block	Block	Resist	Block	Block
Persona	Elizabeth (Pixie)	???	Share	Share	Share	Block	Block	Block	Block	Block	Block	Block	Resist	Block	Block

ITEMS LISTS

The following tables will list every available item and piece of equipment in the game, and where you can find them. *Persona 3* divides items into three main categories: usable items, equipment, and key items. You can carry up to ninety-nine of each usable item, and hold up to three hundred individual pieces of equipment. If you obtain more than three hundred pieces of equipment, you will be asked to discard something. At the end of this section, there is a list of additional effects to help explain their function on the equipment.

Usable ITEMS LEGEND

NAME:	The name of the item. Items are listed in alphabetical order by name according to their grouping.
EFFECT:	The effect the item has when it is used. This field may also explain further details about the item's usage.
START:	A "0" indicates you'll start the game with this item. "Easy" indicates that the item is only available when you start the game in Easy Mode.
BUY:	Provides information on where you can buy this item from stores or vendors. The following abbreviations are used: **Lv xx** = Protagonist's required level to buy the item from the Pharmacy. **Ant.** = Available at Shinshudo Antiques. **Vend** = Purchase from a vending machine. **Gekko** = Purchase from the Gift Shop at Gekkoukan High. **Kyoto** = Purchase from the Gift Shop at the lodge in Kyoto. **Iwato** = Purchase from a stall at the Iwatodai Strip Mall. **Mall** = Acquire from Game Panic in Paulownia Mall. **Port** = Purchase from the flower seller at Port Island Station. **Shrine** = Gotten from a "Great Luck!" fortune at Naganaki Shrine.
TARTARUS:	Lists which floors inside Tartarus the item can be found on. Floors listed in red text indicates that it is found within a Rare Chest.
MONAD:	Lists which floors inside the Monad block of Tartarus contains these items.
LIZ:	Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the item.
TV:	Indicates what date the Home Shopping Channel will sell this accessory. Dates are listed in Month/Day format.
ENEMY:	Lists the enemies you can defeat to acquire this item.
EVENT:	Information on special events where you can acquire this item is listed here using the following abbreviations: **12/24** = Christmas Eve date with a girl. **V** = The number given to Hierophant. Gained during an S.Link event with the Old Couple. **____ Exam** = Talk to Mitsuru in the school's office hallway after getting the top exam mark. **Sci Rm** = Visit the locked Science Room at the school. **PA Rm** = Visit the locked PA Room at the school. **Shrine** = Visit the Inari Shrine at Naganaki. **Port** = Visit a seedy place at the back of Port Island Station.
BUY PRICE:	The amount of yen needed to buy the item, or the gems needed to make the transaction at the Antique Store.
SELL PRICE:	The amount of yen you get from selling the item.



USEABLE ITEM

RECOVERY ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Balm of Life	-	Ant.	115F-263F	1, 3, 4, 7, 8	#5 #20	-	14F Boss	-	1 Pearl, 1 Garnet	1000
	Recover from Unconscious with full HP.									
Bead	-	-	165F-263F	-	#35	-	220F Boss	-	-	1250
	Recover All HP for 1 Character.									
Bead Chain	-	Ant.	Boss Floors	-	#2	-	-	-	2 Opals	2500
	Recovers all HP for All Characters.									
Chewing Soul	-	Ant.	89F-263F	1, 2, 5, 6, 9	-	12/6	-	-	3 Emeralds	1500
	Recover 100 SP for 1 Character.									
Dis-Charm	0	Lv 7	Many	-	-	-	-	-	800	200
	Curse Charm for 1 Character.									
Dis-Poison	0	Lv 7	Many	1F	-	-	-	-	600	150
	Cures Poison for 1 Character.									
Dis-Rage	0	Lv 7	Many	-	-	-	-	-	700	175
	Cures Rage for 1 Character.									
Homunculus	-	Ant.	Many	-	#24	-	190F Boss	-	Diamond, Sapphire	2500
	Survive with full HP after a Hama or Mudo skill hits.									
Medical Powder	0	Lv 12	90F-164F	-	#18	7/26	-	-	1500	375
	Recover 100 HP for 1 Character.									
Medicated Patch	-	-	-	-	-	-	-	12/24	-	1250
	Yuko's Christmas Gift. Same as a Balm of Life									
Medicine	0	Lv 1	2F-89F	-	-	6/7	-	-	300	75
	Recover 50 HP for 1 Character.									
Me Patra Gem	-	Lv 12	90F-263F	1F	-	-	-	-	900	225
	Cures Panic, Distress, and Fear for all Characters.									
Muscle Drink	-	Lv 1	Many	1F	-	-	-	-	1000	250
	Recover 100 HP for 1 Character, but causes Poison.									
Odd Morsel	-	-	Many	1F	-	-	-	-	-	250
	Recover 100 HP for 1 Character, but causes Fear.									
Patra Gem	-	Lv 1	Many	-	-	-	-	-	300	75
	Cures Panic, Distress, and Fear for 1 Character.									
Plume of Dusk	Easy	-	-	-	-	-	-	-	-	-
	All Unconscious Characters are fully recovered.									
Precious Egg	-	Ant.	Boss Floors	-	-	-	-	-	1 Ruby, 1 Pearl	2500
	Recover All SP for 1 Character.									
Rancid Gravy	-	-	Many	1F	-	-	-	-	-	250
	Recover 100 HP for 1 Character, but causes Panic.									
Revival Bead	-	Lv 1	2F-114F	-	#3	-	-	-	1200	300
	Recover from Unconscious with half HP.									
Snuff Soul	-	-	2F-89F	-	-	9/6	Tutorial	-	-	500
	Recover 50 SP for 1 Character.									
Soma	-	-	Boss Floors	Except 1F	#33 #41	-	-	-	-	1
	Recover All HP and SP for All Characters.									

USEABLE ITEM

FOOD ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
1UP	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Aguafeena	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Apple Strudel	-	Gekko	-	-	-	-	-	-	100	25
	Recover 20 HP for 1 Character.									
Bauer Bar	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Chocolate Cake	-	-	-	-	-	-	-	12/24	-	150
	Yukari's Christmas Gift. Same as a Precious Egg.									
Cielo Mist	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Crab Bread	-	Gekko	-	-	-	-	-	V	80	20
	Recover 20 HP for 1 Character.									
Cutlet Sandwich	-	Gekko	-	-	-	-	-	-	300	75
	Recover 75 HP for 1 Character.									
Cylon Tea	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Diet Food	-	-	-	-	-	May	-	-	500	125
	Same as a Medicine.									
Dr. Salt	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Durian Soda	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Fountain Dew	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Fried Bread	-	Gekko	-	-	-	-	-	V	80	20
	Recover 20 HP for 1 Character.									
Fuuka's Cookie	-	-	-	-	-	-	-	12/24	-	750
	Fuuka's Christams Gift. Same as a Bead.									
Health Supplement	-	-	-	-	-	Sep	-	-	1500	375
	Same as a Medicine.									
Instant Ramen	-	-	-	-	-	Oct	-	-	500	125
	Same as a Medical Powder.									
Jumbo Juice	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Konpeito	-	Kyoto	-	-	-	-	-	-	1000	250
	Same as a Medicine.									
Mad Bull	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Mega Protein	-	-	-	-	-	Nov	-	-	3000	750
	Same as a Medicine.									
Melon Bread	-	Gekko	-	-	-	-	-	V	100	25
	Recover 20 HP for 1 Character.									

USEABLE ITEM — FOOD ITEMS (CONT)

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Mibu Cracker	-	Kyoto	-	-	-	-	-	-	1000	250
	Same as a Medicine.									
Mind Supplement	-	-	-	-	-	Dec	-	-	1000	250
	Same as a Medicine.									
Moonkist	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Nama-yatsuhashi	-	Kyoto	-	-	-	-	-	-	2000	500
	Same as a Medicine.									
Nastea	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Pickeled Turnip	-	Kyoto	-	-	-	-	-	-	1500	375
	Same as a Medicine.									
Sappy Jelly	-	-	-	-	-	5/3 June	-	-	500	125
	Same as a Medicine.									
SoBay	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Starvicks	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Super Diet Food	-	-	-	-	-	July	-	-	700	175
	Same as a Medicine.									
V6	-	Vend	-	-	-	-	-	-	120	30
	Recover 5 SP for 1 Character.									
Veggie Supplement	-	-	-	-	-	Aug	-	-	900	225
	Same as a Medicine.									
Vintage Champagne	-	-	-	-	-	-	-	12/24	-	2500
	Mitsuru's Christmas Gift. Same as a Soma.									
Weird Takoyaki	-	Iwato	-	-	-	-	-	-	400	100
	Recover 100 HP for 1 Character, but causes Fear.									
Yakisoba Bread	-	Gekko	-	-	-	-	-	V	120	30
	Recover 20 HP for 1 Character.									

USEABLE ITEM — SKILL ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Agilao Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Agilao									
Attack Mirror	-	Ant.	Many	-	-	-	180F Boss	-	1 Diamond, 1 Opal	250
	Casts Tetrakarn									
Bufula Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Bufula									
Dekaja Gem	-	Ant.	Many	-	-	-	-	-	1 Topaz, 1 Opal	750
	Casts Dekaja									
Dekunda Gem	-	Ant.	Many	-	-	-	-	-	1 Topaz, 1 Emerald	750
	Casts Dekunda									
Garula Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Garula									
Mabufu Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Mabufu									

USEABLE ITEM

SKILL ITEMS (CONT)

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Magaru Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Magaru									
Magic Mirror	-	Ant.	Many	-	-	-	85F Boss	-	1 Sapphire, 1 Topaz	250
	Casts Makarakarn									
Maragi Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Maragi									
Mazio Gem	-	-	Many	-	-	-	10F Boss	-	-	250
	Casts Mazio									
Megido Gem	-	-	Many	-	-	-	135F Boss	-	-	250
	Casts Megido									
Megidolaon Gem	-	-	-	-	-	-	236F Boss	-	-	1
	Casts Megidolaon									
Traesto Gem	-	Ant.	Many	-	#11	-	-	-	2 Topaz	2000
	Escape from Tartarus. Same as Escape Route									
Zionga Gem	-	-	Many	-	-	-	-	-	-	250
	Casts Zionga									

USEABLE ITEM

PERSONA IMPROVEMENT ITEMS (CARDS)

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Coin of King	-	Ant.	-	-	-	-	244F Boss	Dec Exam	1 Amethyst, 1 Emerald	750
	Persona's Agility +4, Luck +2									
Coin of Knight	-	Ant.	-	-	#15	-	-	July Exam	1 Amethyst, 1 Aquamarine	750
	Persona's Agility +2, Luck +1									
Coin of Page	-	Ant.	-	-	-	-	-	May Exam	1 Amethyst, 1 Turquoise	750
	Persona's Agility +1, Luck +1									
Coin of Queen	-	Ant.	-	-	-	-	36F Boss	Oct Exam	1 Amethyst, 1 Onyx	750
	Persona's Agility +3, Luck +2									
Cup of King	-	Ant.	-	-	-	-	228F Boss	Dec Exam	1 Onyx, 1 Topaz	750
	Persona's Endurance +4, Luck +2									
Cup of Knight	-	Ant.	-	-	-	-	-	July Exam	1 Onyx, 1 Garnet	750
	Persona's Endurance +2, Luck +1									
Cup of Page	-	Ant.	-	-	-	-	-	May Exam	1 Onyx, 1 Emerald	750
	Persona's Endurance +1, Luck +1									
Cup of Queen	-	Ant.	-	-	-	-	110F Boss	Oct Exam	1 Onyx, 1 Opal	750
	Persona's Endurance +3, Luck +2									
Sword of King	-	Ant.	-	-	-	-	211F Boss	Dec Exam	1 Turquoise, 1 Garnet	750
	Persona's Strength +4, Luck +2									
Sword of Knight	-	Ant.	-	-	-	-	-	July Exam	1 Turquoise, 1 Onyx	750
	Persona's Strength +2, Luck +1									
Sword of Page	-	Ant.	-	-	-	-	-	May Exam	1 Turquoise, 1 Aquamarine	750
	Persona's Strength +1, Luck +1									
Sword of Queen	-	Ant.	-	-	-	-	59F, 146F Bosses	Oct Exam	1 Turquoise, 1 Emerald	750
	Persona's Strength +3, Luck +2									

USEABLE ITEM

PERSONA IMPROVEMENT ITEMS (CARDS) (CONT)

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Wand of King	-	Ant.	-	-	-	-	160F Boss	Dec Exam	1 Aquamarine, 1 Opal	750
	Persona's Magic +4, Luck +2									
Wand of Knight	-	Ant.	-	-	-	-	-	July Exam	1 Aquamarine, 1 Emerald	750
	Persona's Magic +2, Luck +1									
Wand of Page	-	Ant.	-	-	-	-	-	May Exam	1 Aquamarine, 1 Onyx	750
	Persona's Magic +1, Luck +1									
Wand of Queen	-	Ant.	-	-	-	-	-	Oct Exam	1 Aquamarine, 1 Garnet	750
	Persona's Magic +3, Luck +2									

USEABLE ITEM

GIFT ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Book Cover	-	Gekko	-	-	-	-	-	-	5000	1250
	Other: Best given to Chihiro.									
Brand Bag	-	-	-	-	-	10/25 12/6	-	-	20000	5000
	Fashion: Best given to Fuuka, Yukari, Chihiro, or Yuko.									
Brand Purse	-	-	-	-	-	6/14 7/26	-	-	15000	3750
	Fashion: Best given to Yukari or Yuko.									
Brand Watch	-	-	-	-	-	9/6	-	-	30000	7500
	Fashion: Best given to Yukari, Chihiro, or Yuko.									
Ganesha Bank	-	Mall	-	-	-	-	-	-	1000	250
	Other: Girls will not like it as much as you think.									
Glass Vase	-	Port	-	-	-	-	-	-	5000	1250
	Flowers: Best given to Fuuka.									
Goggle-eyed Idol	-	Ant.	-	-	-	-	-	-	2 Turquoises	1250
	Antique: Best given to Mitsuru. Elizabeth wants one.									
Handmade Keychain	-	-	-	-	-	-	-	12/24	-	500
	Chihiro's Christmas Gift to you.									
Jack Frost Doll	-	Mall	-	-	-	-	-	-	1000	250
	Other: Girls will not like it as much as you think.									
Japanese Doll	-	Ant.	-	-	-	-	-	-	2 Onyx	1250
	Antique: Best given to Mitsuru.									
Kaleidoscope	-	Ant.	-	-	-	-	-	-	2 Aquamarines	1250
	Antique: Girls will not like it as much as you think.									
Lucky Charm	-	Shrine	-	-	-	-	-	-	1000	250
	Other: Girls will not like it as much as you think.									
Mini Cactus	-	Port	-	-	-	-	-	-	5000	1250
	Flowers: Girls will not like it as much as you think.									
Perfume	-	-	-	-	-	6/7 6/14	-	-	5000	1250
	Fashion: Best given to Yukari.									
Red Pine Bonsai	-	Port	-	-	-	-	-	-	3000	750
	Flowers: Girls will not like it as much as you think.									
Rose Bouquet	-	Port	-	-	-	-	-	-	2000	500
	Flowers: Girls will not like it as much as you think.									
Teddy Bear	-	Ant.	-	-	-	-	-	-	2 Amethysts	1500
	Antique: Girls will not like it as much as you think.									

USEABLE ITEM

GEMSTONES

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Amethyst	-	-	-	-	-	-	Random	-	-	3000
	Trade for Teddy Bear and Coin Cards.									
Aquamarine	-	-	-	-	-	-	Random	-	-	3500
	Trade for Kaleidoscope and Wand Cards									
Diamond	-	-	-	-	-	-	Random	-	-	6500
	Trade for Attack Mirror and Homunculus.									
Emerald	-	-	-	-	-	-	Random	-	-	4000
	Trade for Cards, Dekunda Gem, and Chewing Soul.									
Garnet	-	-	-	-	-	-	Random	-	-	5500
	Trade for Cards and Balm of Life									
Onyx	-	-	-	-	-	-	Random	-	-	4500
	Trade for Japanese Doll, Cup Cards and more.									
Opal	-	-	-	-	-	-	Random	-	-	5000
	Trade for Cards, Attack Mirror, Dekaja Gem, and Bead Chain									
Pearl	-	-	-	-	-	-	Random	-	-	8000
	Trade for Precious Egg and Balm of Life									
Ruby	-	-	-	-	-	-	Random	-	-	8500
	Trade for Precious Egg.									
Sapphire	-	-	-	-	-	-	Random	-	-	6000
	Trade for Magic Mirror and Homunculus.									
Topaz	-	-	-	-	-	-	Random	-	-	7500
	Trade for Cup of King and 'Gems'.									
Turquoise	-	-	-	-	-	-	Random	-	-	7000
	Trade for Goggle-eyed Idol and Sword Cards.									

USEABLE ITEM

REQUEST ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Anatomical Model	-	-	-	-	-	-	-	Sci Rm	-	-
	For Request #13.									
Beetle Shell	-	-	-	-	-	-	Grave Beetle	-	-	2
	1 is needed for Request #1									
Bloody Button	-	-	-	-	-	-	The Reaper	-	-	5
	1 is needed for Request #53									
Bronze Figurine	-	-	-	-	-	-	Bronze Dice	-	-	5
	5 are needed for Request #9									
Bronze Medal	-	-	-	-	-	-	Treasure Hand	-	-	5
	1 is needed for Request #14									
Empress's Mirror	-	-	-	-	-	-	Elegant Mother	-	-	5
	5 are needed for Request #33									
Gekkoukan Boogie	-	-	-	-	-	-	-	PA Rm	-	-
	For Request #17.									
Gold Handguard	-	-	-	-	-	-	Hakurou Musha	-	-	5
	3 are needed for Request #34									

USEABLE ITEM

REQUEST ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Gold Medal	-	-	-	-	-	-	Luxury Hand	-	-	5
	2 are needed for Request #47									
Gold Ring	-	-	-	-	-	-	Wondrous Magus	-	-	5
	3 are needed for Request #39									
Greasy Gear	-	-	-	-	-	-	Wild Drive	-	-	5
	3 are needed for Request #19									
Inari Sushi	-	-	-	-	-	-	-	Shrine	-	-
	For Request #38.									
Knight's Reins	-	-	-	-	-	-	Champion Knight	-	-	5
	4 are needed for Request #25									
Lead Medal	-	-	-	-	-	-	Wealth Hand	-	-	5
	1 is needed for Request #7									
Mahjong Tile	-	-	-	-	-	-	-	Port	-	-
	For Request #31.									
Moon Tablet	-	-	-	-	-	-	Ruinous Idol	-	-	5
	3 are needed for Request #45									
Old Lantern	-	-	-	-	-	-	Phantom Mage	-	-	2
	3 are needed for Request #4									
Pink Feather	-	-	-	-	-	-	Gracious Cupid	-	-	5
	6 are needed for Request #44									
Platinum Medal	-	-	-	-	-	-	Glorious Hand	-	-	5
	3 are needed for Request #54									
Queen Elizabeth	-	-	-	-	-	-	-	Port	-	-
	For Request #28.									
Rainbow Hair	-	-	-	-	-	-	Daring Gigas	-	-	5
	3 are needed for Request #50									
Red Armor Plate	-	-	-	-	-	-	Scarlet Turret	-	-	5
	2 are needed for Request #40									
Relic Fragment	-	-	-	-	-	-	Creation Relic	-	-	5
	5 are needed for Request #18									
Sand of Time	-	-	-	-	-	-	Perpetual Sand	-	-	5
	3 are needed for Request #49									
Shadow Crystal	-	-	140F, 144F, 148F, 154F	-	-	-	-	-	-	100000
	1 is needed for Request #37. Also a barter item.									
Shadow Shard	-	-	68F, 71F, 84F	-	-	-	-	-	-	15000
	1 is needed for Request #16. Also a barter item.									
Silver Medal	-	-	-	-	-	-	Opulent Hand	-	-	5
	1 is needed for Request #32									
Snake Scale	-	-	-	-	-	-	Lustful Snake	-	-	5
	3 are neede for Request #10									
Steel Medal	-	-	-	-	-	-	Supreme Hand	-	-	5
	1 is needed for Request #21									
Tiara's Hair	-	-	-	-	-	-	Shouting Tiara	-	-	5
	5 are needed for Request #24									

USEABLE ITEM

BARTER ITEMS

Name	Acquire								Buy Price	Sell Price
	Start	Buy	Tartarus	Monad	Liz	TV	Enemy	Event		
Beetle Horn	-	-	-	-	-	-	47F Boss	-	-	5000
	Sell it for some money.									
Broken Heart	-	-	-	-	-	-	201F Boss	-	-	80000
	Sell it for some money.									
Dense Rock	-	-	-	-	-	-	171F Boss	-	-	38000
	Sell it for some money.									
Empress's Mask	-	-	-	-	-	-	5F Boss	-	-	2000
	Sell it for some money.									
Fine Statuette	-	-	-	-	-	-	252F Boss	-	-	10000000
	Sell it for some money.									
Glorious Coin	-	-	-	-	-	-	Glorious Hand	-	-	270000
	Sell it for some money.									
Golden Beard	-	-	-	-	-	-	72F Boss	-	-	7000
	Sell it for some money.									
Luxury Coin	-	-	-	-	-	-	Luxury Hand	-	-	165000
	Sell it for some money.									
Massive Wheel	-	-	-	-	-	-	122F Boss	-	-	10000
	Sell it for some money.									
Opulent Coin	-	-	-	-	-	-	Opulent Hand	-	-	100000
	Sell it for some money.									
Supreme Coin	-	-	-	-	-	-	Supreme Hand	-	-	25200
	Sell it for some money.									
Treasure Coin	-	-	-	-	-	-	Treasure Hand	-	-	10000
	Sell it for some money.									
Vibrant Cloth	-	-	-	-	-	-	25F Boss	-	-	3000
	Sell it for some money.									
Wealth Coin	-	-	-	-	-	-	Wealth Hand	-	-	3000
	Sell it for some money.									

WEAPONS LEGEND

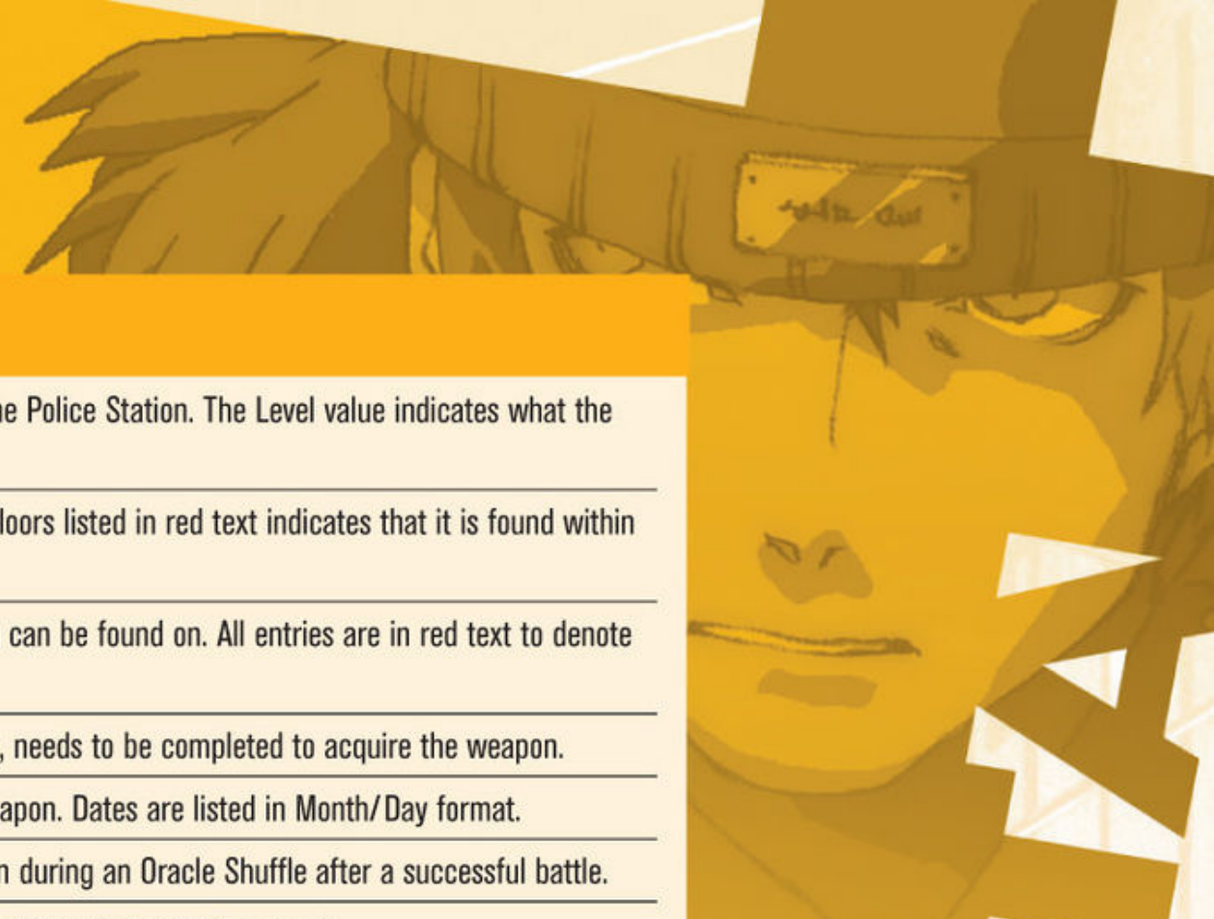
NAME: The name of the weapon.

ATK: The Attack Power of the weapon. Weapons are listed according to their Attack Power.

HIT: The base hit rate of the weapon. The actual hit rate will be influenced by the character's and target's Agility stats.

START: Indicates that a character joins the team with this weapon equipped.
Characters are identified by the following initials or abbreviations:

Pro. = Protagonist
Y.T. = Yukari Takeba
J.I. = Junpei Iori
A.S. = Akihiko Senpai
M.K. = Mitsuru Kirijo
S.A. = Shinjiro Aragaki
K.A. = Ken Amada
Aig. = Aigis
Koro. = Koromaru



WEAPONS LEGEND (CONT)

BUY:	Denotes when you can buy this item from Officer Kurosawa at the Police Station. The Level value indicates what the Protagonist's level must be before the item can be purchased.
TARTARUS:	Lists which floors inside Tartarus the weapon can be found on. Floors listed in red text indicates that it is found within a Rare Chest.
MONAD:	Lists which floors inside the unkown block of Monad the weapon can be found on. All entries are in red text to denote that the weapons are only found in Rare Chests.
LIZ:	Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the weapon.
TV:	Indicates what date the Home Shopping Channel will sell this weapon. Dates are listed in Month/Day format.
SHUF:	Indicates what rank the Sword Card has to be to win this weapon during an Oracle Shuffle after a successful battle.
EVENT:	Lists the date (in Month/Day format), when this weapon is given to you during a story event.
BUY PRICE:	The amount of yen needed to buy the weapon.
SELL PRICE:	The amount of yen you get from selling the weapon.

WEAPON TYPE **TWO-HANDED SWORD** USED BY **PROTAGANIST & JUNPEI**

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Imitation Katana	38	90	J.I.	-	-	-	-	-	1	-	-	450
Kishido Blade	40	90	-	Lv 1	4F, 11F	-	-	-	1	-	3000	750
Juzumaru	42	91	-	-	4F, 11F	-	-	-	2	-	-	1000
Bastard Sword	57	90	-	Lv 9	24F, 30F	-	-	-	2	-	9200	2300
All-purpose Katana	58	90	-	-	-	-	-	5/17	-	-	10000	2500
Raikou	86	90	-	Lv 17	44F, 57F	-	-	-	3	-	14500	3625
Spiked Bat	100	99	-	-	-	-	#14	-	-	-	-	100
Two-handed Sword	116	90	-	Lv 26	69F, 74F, 82F	-	-	-	4	-	19000	4750
Onimaru Kunitsuna	121	91	-	-	69F, 74F, 82F	-	-	-	4	-	-	7000
Dark Slayer	141	90	-	Lv 32	93F, 107F	-	-	-	-	-	32700	8175
Tsubaki-maru	174	90	-	Lv 39	118F, 128F, 132F	-	-	-	5	-	54400	13600
Mikazuki Munachika	182	91	-	-	118F, 128F, 132F	-	#30	-	5	-	-	18000
Claymore	204	90	-	Lv 47	142F, 150F, 156F	-	-	-	6	-	98400	24600
Outenta Mitsuyo	213	91	-	-	142F, 150F, 156F	-	-	-	-	-	-	30000
Deathbringer	246	90	-	Lv 55	169F, 173F, 185F	-	-	-	-	-	136000	34000
Zweihander	284	90	-	Lv 60	197F, 203F, 210F	-	-	-	8	-	176000	44000
Apocalypse	295	90	-	-	218F, 223F, 233F	-	-	12/20	9	-	280000	70000
Tobi-botaru	309	90	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	244000	61000
Galahad's Sword	351	90	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	304000	76000
Myohou Muramasa	400	99	-	-	-	3F, 8F	-	-	-	-	-	100000

WEAPON TYPE **ONE-HANDED SWORD** USED BY **PROTAGANIST & MITSURU**

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Short Sword	35	92	-	-	4F, 11F	-	-	-	1	4/9	-	200
Rapier	37	92	Pro	-	-	-	-	-	1	-	-	325
Gladius	39	92	-	Lv 1	4F, 11F	-	-	-	1	-	3400	850
Saber	55	92	-	Lv 9	24F, 30F	-	-	-	2	-	8800	2200
Night Falcon	57	93	-	-	24F, 30F	-	-	-	2	-	-	2600
Elegant Fleuret	85	92	M.K.	Lv 17	44F, 57F	-	-	-	3	-	11900	2975
Steel Pipe	100	99	-	-	-	-	#21	-	-	-	-	25
Silver Saber	111	92	-	Lv 26	69F, 74F, 82F	-	-	-	4	-	18000	4500

WEAPON TYPE	ONE-HANDED SWORD (CONT)	USED BY PROTAGANIST & MITSURU

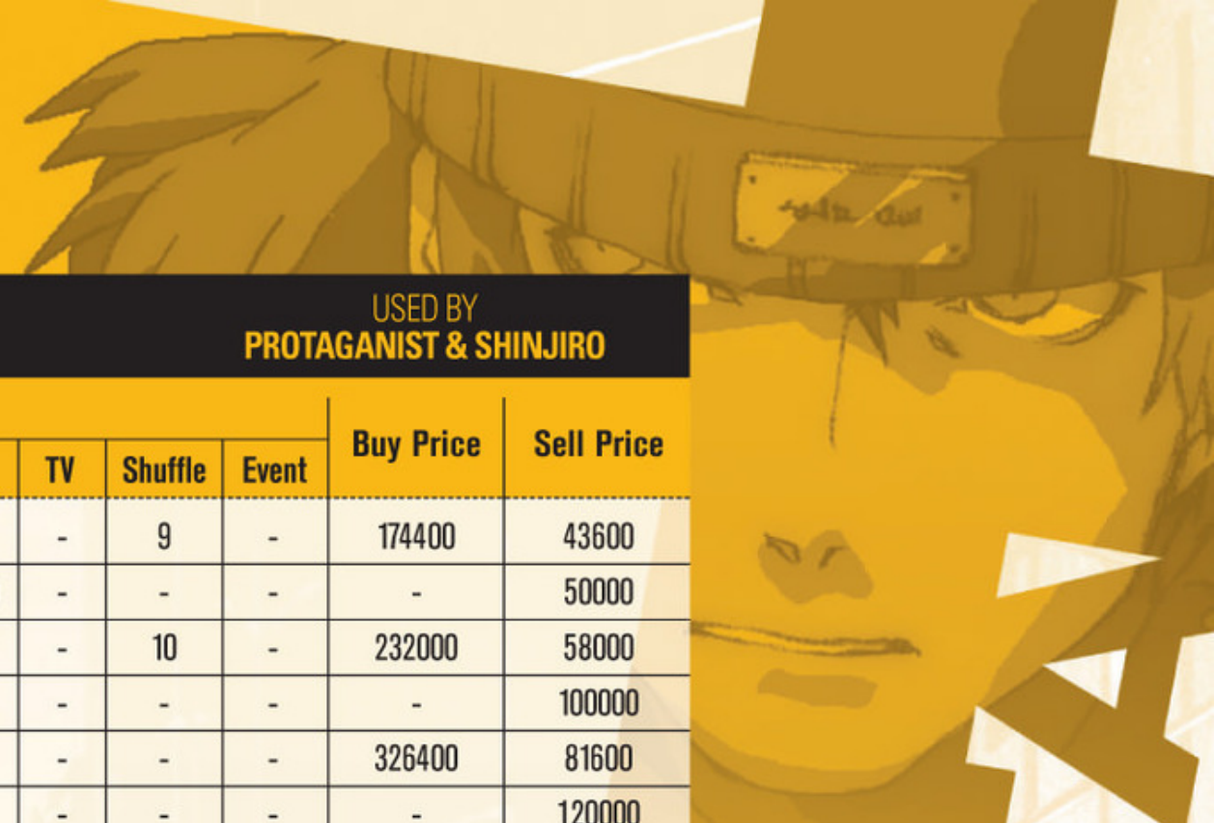
Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Tizona	136	92	-	Lv 32	93F, 107F	-	-	-	5	-	36100	9025
Aroundight	141	93	-	-	93F, 107F	-	#28	-	-	-	-	11000
Skrep	167	92	-	Lv 39	118F, 128F, 132F	-	-	9/27	6	-	57600	14400
Sin Blade	195	92	-	Lv 47	142F, 150F, 156F	-	-	-	7	-	111200	27800
Main Gauche	235	90	-	Lv 55	169F, 173F, 185F	-	-	-	-	-	140000	35000
Sol Saber	246	93	-	-	169F, 173F, 185F	-	-	-	-	-	-	40000
Ascalon	271	92	-	Lv 60	197F, 203F, 210F	-	-	-	9	-	176000	44000
Damascus Rapier	295	92	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	228000	57000
Gimlet	335	92	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	312000	78000
Excalibur	400	99	-	-	-	5F, 6F	-	-	-	-	-	120000

WEAPON TYPE	FISTS	USED BY PROTAGANIST & AKIHIKO

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Brass Knuckles	51	97	A.S.	Lv 9	24F, 30F	-	-	-	2	-	8400	2100
Sonic Fist	77	97	-	Lv 17	44F, 57F	-	-	-	3	-	13900	3475
Bladefist	80	98	-	-	46F, 51F	-	#12	-	-	-	-	40000
Champion Gloves	85	97	-	-	-	-	-	6/28	-	-	14800	3700
Jack's Gloves	100	99	-	-	-	-	#54	-	-	-	-	25
Beast Fangs	102	97	-	Lv 26	69F, 74F, 82F	-	-	-	4	-	18000	4500
Kaiser Knuckles	124	97	-	Lv 32	93F, 107F	-	-	-	5	-	36000	9000
Fists of Fury	153	97	-	Lv 39	118F, 128F, 132F	-	-	-	6	-	51900	12975
Wicked Cestus	178	97	-	Lv 47	142F, 150F, 156F	-	-	-	7	-	88000	22000
Bloody Baghnakh	186	98	-	-	144F, 154F	-	-	-	7	-	-	30000
Titanic Knuckles	214	97	-	Lv 55	169F, 173F, 185F	-	-	-	-	-	144000	36000
Pugilist's Fists	224	98	-	-	165F, 178F, 187F	-	-	-	8	-	-	40000
Crusher Fist	246	97	-	Lv 60	197F, 203F, 210F	-	-	-	9	-	192000	48000
Supreme Gloves	268	97	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	236000	59000
Dragon Fangs	274	97	-	-	219F, 225F, 230F	-	-	-	10	-	-	70000
Wings of Vanth	304	97	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	288000	72000
Golden Gloves	318	98	-	-	242F, 248F, 260F	-	-	-	-	-	-	100000
Double Ziggurat	400	99	-	-	-	4F, 7F	-	-	-	-	-	120000

WEAPON TYPE	BLUDGEONS	USED BY PROTAGANIST & SHINJIRO

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Bus Stop Sign	100	99	-	-	-	-	#37	-	-	-	-	25
Heavy Axe	147	88	S.A.	Lv 39	93F, 107F	-	-	-	5	-	33600	8400
Ogre Hammer	182	88	-	Lv 39	118F, 128F, 132F	-	-	-	6	-	52000	13000
Night Stalker	190	89	-	-	116F, 124F, 133F	-	-	-	6	-	-	17000
Megaton Rod	213	88	-	Lv 47	142F, 150F, 156F	-	-	-	7	-	119100	29775
Guillotine Axe	257	88	-	Lv 55	169F, 173F, 185F	-	-	-	-	-	143200	35800
Executioner's Axe	269	89	-	-	170F, 176F, 182F	-	-	-	8	-	-	40000



WEAPON TYPE	**BLUDGEONS (CONT)**	USED BY **PROTAGANIST & SHINJIRO**

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Colossus	297	88	-	Lv 60	197F, 203F, 210F	-	-	-	9	-	174400	43600
Charun's Hammer	302	89	-	-	196F, 205F	-	#49	-	-	-	-	50000
Gaea's Grace	319	88	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	232000	58000
Staff of Wrath	335	89	-	-	241F, 247F, 255F	-	-	-	-	-	-	100000
Celtis	368	88	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	326400	81600
Golden Crusher	400	99	-	-	-	4F, 7F	-	-	-	-	-	120000

WEAPON TYPE	**SPEARS**	USED BY **PROTAGANIST & KEN**

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Scrub Brush	100	99	-	-	-	-	#16	-	-	-	-	100
Cross Spear	129	95	K.A.	Lv 39	93F, 107F	-	-	-	5	-	34400	8600
Omega Spear	134	95	-	-	-	-	-	8/9	-	-	40000	10000
Sexy Lance	160	95	-	Lv 39	118F, 128F, 132F	-	-	-	6	-	58800	14700
Rhongowennan	167	96	-	-	121F, 130F	-	-	-	6	-	-	17000
Lance of Death	186	95	-	Lv 47	142F, 150F, 156F	-	-	-	7	-	104000	26000
Ranseur	224	95	-	Lv 55	169F, 173F, 185F	-	-	-	8	-	140800	35200
Ouka Jumonji	259	95	-	Lv 60	197F, 203F, 210F	-	-	-	9	-	172000	43000
Ote-gine	269	96	-	-	197F, 203F, 210F	-	-	-	9	-	-	50000
Voulge	281	95	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	224000	56000
Poison Glaive	285	95	-	-	215F, 227F, 235F	-	-	-	10	-	-	70000
Yanyue Dao	319	95	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	320000	80000
Nihon-gou	330	96	-	-	238F, 250F, 256F	-	-	-	-	-	-	100000
Tonbo-kiri	400	99	-	-	-	2F, 9F	-	-	-	-	-	120000

WEAPON TYPE	**BOWS**	USED BY **PROTAGANIST & YUKARI**

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Practice Bow	36	88	Y.T.	-	-	-	-	-	1	-	-	400
Short Bow	38	88	-	Lv 1	4F, 11F	-	-	-	1	-	3200	800
Siren's Song	55	88	-	Lv 9	24F, 30F	-	-	-	2	-	8000	2000
Shigetou-yumi	83	88	-	Lv 17	44F, 57F	-	-	-	3	-	13200	3300
Bow of Affection	86	89	-	-	44F, 57F	-	-	-	3	-	-	4000
Toy Bow	100	99	-	-	-	-	#7	-	-	-	-	100
Uta	111	88	-	Lv 26	69F, 74F, 82F	-	-	-	4	-	21000	5250
Pleiades	116	89	-	-	68F, 84F	-	#17	-	4	-	-	5600
Kamatha	135	88	-	Lv 32	93F, 107F	-	-	-	5	-	34400	8600
Higo-ymui	167	88	-	Lv 39	118F, 128F, 132F	-	-	-	6	-	60500	15125
Composite Bow	190	88	-	Lv 47	142F, 150F, 156F	-	-	-	7	-	95200	23800
Great Bow	245	88	-	Lv 55	169F, 173F, 185F	-	-	-	-	-	141600	35400
Hero's Bow	269	88	-	Lv 60	197F, 203F, 210F	-	-	-	9	-	160000	40000
Lightning bow	281	88	-	Lv 65	218F, 223F, 233F	-	-	-	10	-	240000	60000
Yoichi's Bow	318	88	-	Lv 70	242F, 248F, 260F	-	-	-	-	-	311200	77800
Mary's Resolve	400	99	-	-	-	2F, 9F	-	-	-	-	-	120000

WEAPON TYPE	GUNS	USED BY AIGIS

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Rocket Punch	100	99	-	-	-	-	#48	-	-	-	-	100
Albireo	116	92	Aig.	-	-	-	-	-	-	-	-	5500
Grenade Launcher	141	92	-	Lv 32	95F, 101F, 111F	-	-	-	-	-	37900	9475
Six-shot	147	93	-	-	95F, 101F, 111F	-	#25	-	-	-	-	11000
Orgone Rifle	174	92	-	Lv 39	116F, 124F, 133F	-	-	-	-	-	64000	16000
Medusa	204	92	-	Lv 47	140F, 148F	-	-	-	-	-	108000	27000
Railgun	246	92	-	Lv 55	170F, 176F, 182F	-	-	-	-	-	145600	36400
Kiss of Athena	260	92	-	Lv 60	196F, 205F	-	-	-	-	-	184000	46000
Maxima Sniper	309	92	-	Lv 65	219F, 225F, 230F	-	-	-	-	-	254000	64000
Brighid's Flame	315	93	-	-	216F, 221F, 234F	-	-	-	-	-	-	70000
Pandemonium	331	92	-	Lv 70	241F, 247F, 255F	-	-	-	-	-	328000	82000
Antimatter Cannon	400	99	-	-	-	3F, 8F	-	-	-	-	-	120000

WEAPON TYPE	KNIVES	USED BY KOROMARU

Name	ATK	HIT	Acquire								Buy Price	Sell Price
			Start	Buy	Tartarus	Monad	Liz	TV	Shuffle	Event		
Bone	100	99	-	-	-	-	#32	-	-	-	-	100
Sylph Blade	129	95	Koro.	-	-	-	-	-	-	-	-	7750
Kunai	160	95	-	Lv 39	121F, 130F	-	-	-	-	-	60500	15125
Silvermoon	186	95	-	Lv 47	144F, 154F	-	-	-	-	-	88000	22000
Karasu-maru	195	96	-	-	145F, 153F, 162F	-	-	-	-	-	-	30000
Sword Breaker	224	95	-	Lv 55	165F, 178F, 187F	-	-	-	-	-	150400	37600
Raven Claw	230	95	-	-	-	-	-	11/8	-	-	160000	40000
Pesh Kabz	258	95	-	Lv 60	193F, 208F	-	-	-	-	-	176000	44000
Shadowrend	272	95	-	Lv 65	215F, 227F, 235F	-	-	-	-	-	224000	56000
Athame	304	95	-	Lv 70	238F, 250F, 256F	-	-	-	-	-	296000	74000
Grand Slasher	400	99	-	-	-	5F, 6F	-	-	-	-	-	90000

ARMOR LEGEND

NAME: The name of the armor.

DEF: The Defense Power of the armor. Armor is listed according to its Defense Power.

START: Indicates that a character joins the team with this armor equipped.
Characters are identified by the following initials or abbreviations:
Pro. = Protagonist
Y.T. = Yukari Takeba
J.I. = Junpei Iori
A.S. = Akihiko Senpai
M.K. = Mitsuru Kirijo
S.A. = Shinjiro Aragaki
K.A. = Ken Amada
Aig. = Aigis
Koro. = Koromaru

BUY: Denotes when you can buy this item from Officer Kurosawa at the Police Station. The Level value indicates what the Protagonist's level must be before the item can be purchased.

ARMOR LEGEND (CONT)

TARTARUS: Lists which floors inside Tartarus the armor can be found on. Floors listed in red text indicates that it is found within a Rare Chest.

MONAD: Lists which floors inside the unkown block of Monad the armor can be found on. All entries are in red text to denote that the armors are only found in Rare Chests.

LIZ: Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the armor.

TV: Indicates what date the Home Shopping Channel will sell this armor. Dates are listed in Month/Day format.

PERSONA: Idientifies which Persona will produce this item if it was created with a Heart.

USED BY: Lists which characters can equip the armor.

BUY PRICE: The amount of yen needed to buy the armor.

SELL PRICE: The amount of yen you get from selling the armor.

ARMOR TYPE

ARMOR FOR HUMAN CHARACTERS

Name	DEF	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Turtleneck	6	F.Y.	-	-	-	-	-	-	Fuuka	-	-
Zip Hoodie	24	K.A.	-	-	-	-	-	-	Ken	-	600
Knit Cardigan	26	Y.T.	-	-	-	-	-	-	Yukari	-	600
Dress Shirt	28	J.I.	-	-	-	-	-	-	Junpei	-	600
Ruffled Blouse	28	M.K.	-	-	-	-	-	-	Mitusuru	-	600
Plain Shirt	30	Pro.	-	-	-	-	-	-	Protagonist	-	600
Red Vest	30	A.S.	-	-	-	-	-	-	Akihiko	-	600
Long Pea Coat	32	S.A.	-	-	-	-	-	-	Shinjiro	-	600
Rash Guard	40	-	Lv 1	7F, 13F	-	-	-	-	Except Koromaru, Aigis	3500	875
Camo Shirt	44	-	Lv 1	7F, 13F	-	-	-	-	Except Koromaru, Aigis	3700	925
Amenity Suit	46	-	Lv 9	20F, 28F	-	-	-	-	Except Koromaru, Aigis	9600	2400
Shirt of Chivalry	46	-	-	7F, 13F	-	-	-	-	Male Characters	-	1000
Kevlar Shirt	48	-	Lv 9	20F, 28F	-	-	-	-	Except Koromaru, Aigis	10000	2500
All-purpose Apron	50	-	-	-	-	-	5/24	-	Yukari, Mitsuru	10400	2600
Metal Protector	50	-	Lv 17	46F, 51F	-	-	-	-	Except Koromaru, Aigis	14600	3650
High-cut Armor	52	-	-	20F, 28F, 55F, 61F	-	#6	-	-	Yukari, Mitsuru	-	2800
Master's Garment	58	-	Lv 17	46F, 51F	-	-	-	-	Except Koromaru, Aigis	15600	3900
Tigerhide Belt	60	-	-	68F, 84F	-	#23	-	-	Male Characters	-	13000
Amigo Poncho	64	-	Lv 26	68F, 84F	-	-	-	-	Except Koromaru, Aigis	22000	5500
Kevlar Vest	66	-	Lv 26	68F, 84F	-	-	7/5	-	Except Koromaru, Aigis	24000	6000
Tetra Jammer	74	-	Lv 32	91F, 105F	-	-		-	Except Koromaru, Aigis	37900	9475
Robe of Slavation	76	-	Lv 32	91F, 105F	-	-	-	-	Except Koromaru, Aigis	40000	10000
Emergency Vest	77	-	-	-	-	-	8/16	-	Except Koromaru, Aigis	41600	10400
Hero's Knickers	78	-	-	91F, 105F	-	-	-	-	Male Characters	-	13000
Mantle of Wind	82	-	Lv 39	121F, 130F	-	-	-	-	Except Koromaru, Aigis	63400	15850
Robe of Warding	84	-	Lv 39	121F, 130F	-	-	-	-	Except Koromaru, Aigis	65600	16400
Rangda Robe	86	-	-	121F, 130F	-	-	-	-	Yukari, Mitsuru	-	17000
Defender Cloak	92	-	Lv 47	144F, 154F	-	-	-	-	Except Koromaru, Aigis	108000	27000
Gigantic Armor	94	-	Lv 47	144F, 154F	-	-	-	-	Except Koromaru, Aigis	116800	29200
Stealth Shirt	96	-	-	193F, 208F	-	-	-	-	Male Characters	-	62500
Battle Leotard	106	-	-	167F, 174F, 189F	-	-	-	-	Yukari, Mitsuru	-	47500
Kukai's Vestment	106	-	Lv 55	170F, 176F, 182F	-	-		-	Except Koromaru, Aigis	155000	38750
Sid's Jacket	106	-	-	-	-	-	11/15	-	Male Characters	160000	40000
Kaiser Armor	108	-	Lv 55	170F, 176F, 182F	-	-	-	-	Except Koromaru, Aigis	169000	42250

ARMOR TYPE

ARMOR FOR HUMAN CHARACTERS (CONT)

Name	DEF	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Carbon Jacket	110	-	Lv 60	196F, 205F	-	-	-	-	Except Koromaru, Aigis	229000	57250
Spiked Bra	110	-	-	199F, 206F, 212F	-	-	-	-	Yukari, Mitsuru	-	62500
Phantom Robe	112	-	Lv 60	196F, 205F	-	-	-	-	Except Koromaru, Aigis	242000	60500
Final Armor	118	-	Lv 65	219F, 225F, 230F	-	-	-	-	Except Koromaru, Aigis	320000	80000
Demon's Mail	120	-	Lv 65	219F, 225F, 230F	-	-	-	-	Except Koromaru, Aigis	330000	82500
Powered Suit	122	-	-	219F, 225F, 230F	-	-	-	-	Male Characters	-	88000
Silver Plate	124	-	Lv 70	241F, 247F, 255F	-	-	-	-	Except Koromaru, Aigis	347000	86750
Papal Robe	128	-	Lv 70	241F, 247F, 255F	-	-	-	-	Except Koromaru, Aigis	360000	90000
Eternal Plate	156	-	-	-	4F, 7F	-	-	-	Yukari, Mitsuru	-	25
Hallowed Plate	162	-	-	-	2F, 9F	-	-	-	Male Characters	-	25
Armor of Light	170	-	-	-	-	-	-	Messiah	Protagonist	-	25

ARMOR TYPE

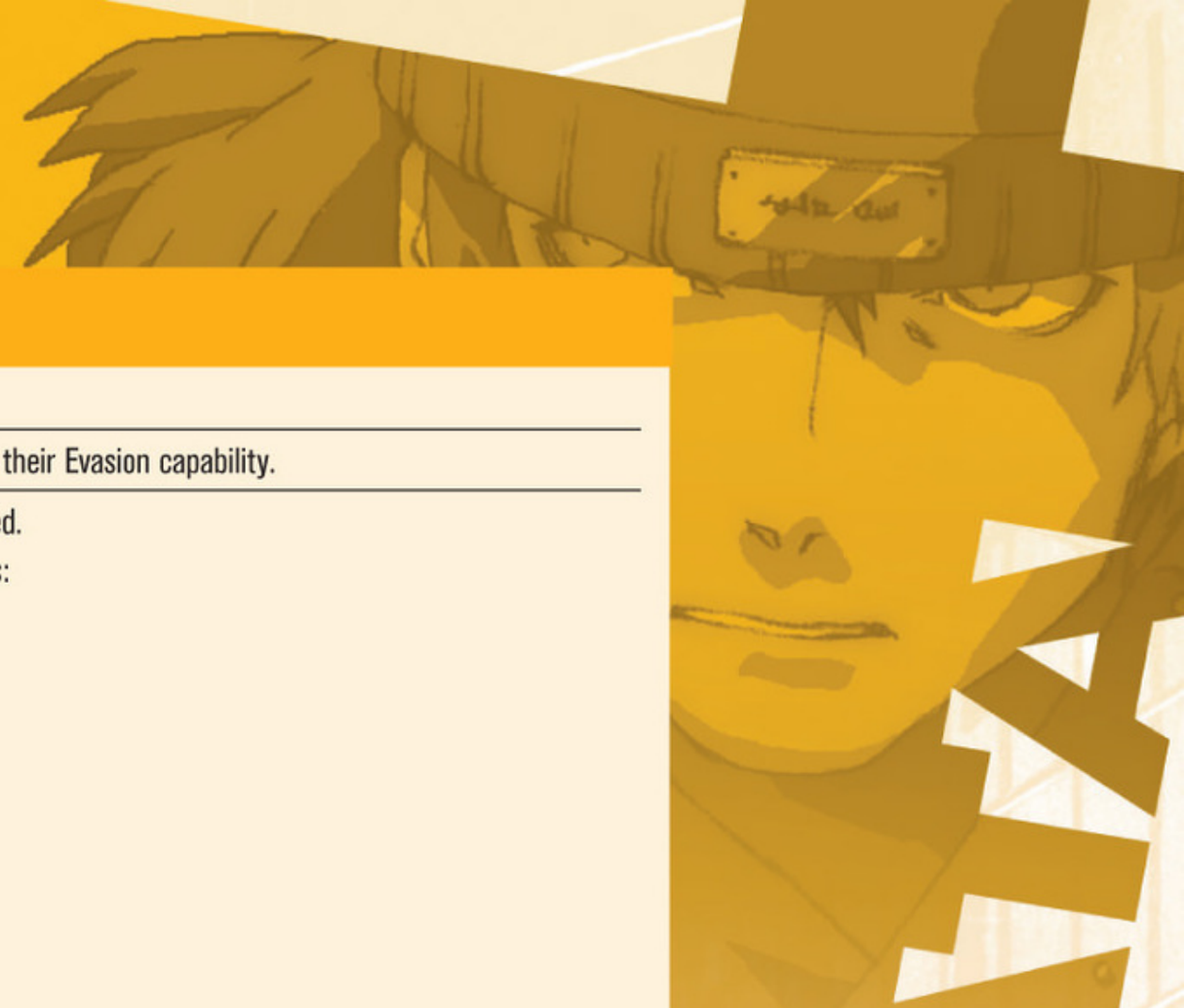
ARMOR FOR DOGS

Name	DEF	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Dog Suit	60	Koro.	-	-	-	-	-	-	Koromaru	-	9600
Leather Dog Suit	76	-	Lv 39	121F, 130F	-	-	-	-	Koromaru	60000	15000
Metal Dog Suit	82	-	-	120F, 123F, 137F	-	-	-	-	Koromaru	-	17000
Light Dog Suit	90	-	Lv 47	140F, 148F	-	-	-	-	Koromaru	94000	23500
Titanium Dog Suit	92	-	Lv 55	170F, 176F, 182F	-	-	-	-	Koromaru	140000	35000
Cross Dog Suit	100	-	Lv 60	196F, 205F	-	-	-	-	Koromaru	200000	50000
Powered Dog Suit	112	-	Lv 65	219F, 225F, 230F	-	-	-	-	Koromaru	304000	76000
Dark Dog Suit	122	-	Lv 70	241F, 247F, 255F	-	-	-	-	Koromaru	320000	80000
Lunar Dog Suit	130	-	-	237F, 245F, 253F	-	-	-	-	Koromaru	-	100000
Aura Dog Suit	160	-	-	-	-	-	-	Messiah	Koromaru	-	25

ARMOR TYPE

ARMOR FOR ROBOTS

Name	DEF	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Aigis Armor v.1	70	Aig.	-	-	-	-	-	-	Aigis	-	6800
Aigis Armor v.2	74	-	Lv 32	91F, 105F	-	-	-	-	Aigis	52000	13000
Aigis Armor v.3	88	-	Lv 39	120F, 123F, 137F	-	#27	-	-	Aigis	68000	17000
Aigis Armor v.4	98	-	Lv 47	145F, 153F, 162F	-	-	-	-	Aigis	120000	30000
Aigis Armor v.5	110	-	Lv 55	167F, 174F, 189F	-	-	-	-	Aigis	190000	47500
Aigis Armor v.6	114	-	Lv 60	199F, 206F, 212F	-	-	-	-	Aigis	240000	60000
Aigis Armor v.7	122	-	Lv 65	216F, 221F, 234F	-	-	-	-	Aigis	352000	88000
Aigis Armor v.8	132	-	Lv 70	237F, 245F, 253F	-	-	-	-	Aigis	400000	100000
Aigis Armor v.0	164	-	-	-	-	-	-	Messiah	Aigis	-	25



SHOES LEGEND

NAME: The name of the shoes.

EVA: The Evasion capability of the shoe. Shoes are listed according to their Evasion capability.

START: Indicates that a character joins the team with this shoes equipped.
Characters are identified by the following initials or abbreviations:
Pro. = Protagonist
Y.T. = Yukari Takeba
J.I. = Junpei Iori
A.S. = Akihiko Senpai
M.K. = Mitsuru Kirijo
S.A. = Shinjiro Aragaki
K.A. = Ken Amada
Aig. = Aigis
Koro. = Koromaru

BUY: Denotes when you can buy this item from Officer Kurosawa at the Police Station. The Level value indicates what the Protagonist's level must be before the item can be purchased.

TARTARUS: Lists which floors inside Tartarus the shoes can be found on. Floors listed in red text indicates that it is found within a Rare Chest.

MONAD: Lists which floors inside the unkown block of Monad the shoes can be found on. All entries are in red text to denote that the shoess are only found in Rare Chests.

LIZ: Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the shoes.

TV: Indicates what date the Home Shopping Channel will sell this shoes. Dates are listed in Month/Day format.

PERSONA: Idientifies which Persona will produce this item if it was created with a Heart.

USED BY: Lists which characters can equip the shoes.

BUY PRICE: The amount of yen needed to buy the shoes.

SELL PRICE: The amount of yen you get from selling the shoes.

SHOE TYPE

FOOTWEAR FOR HUMANS

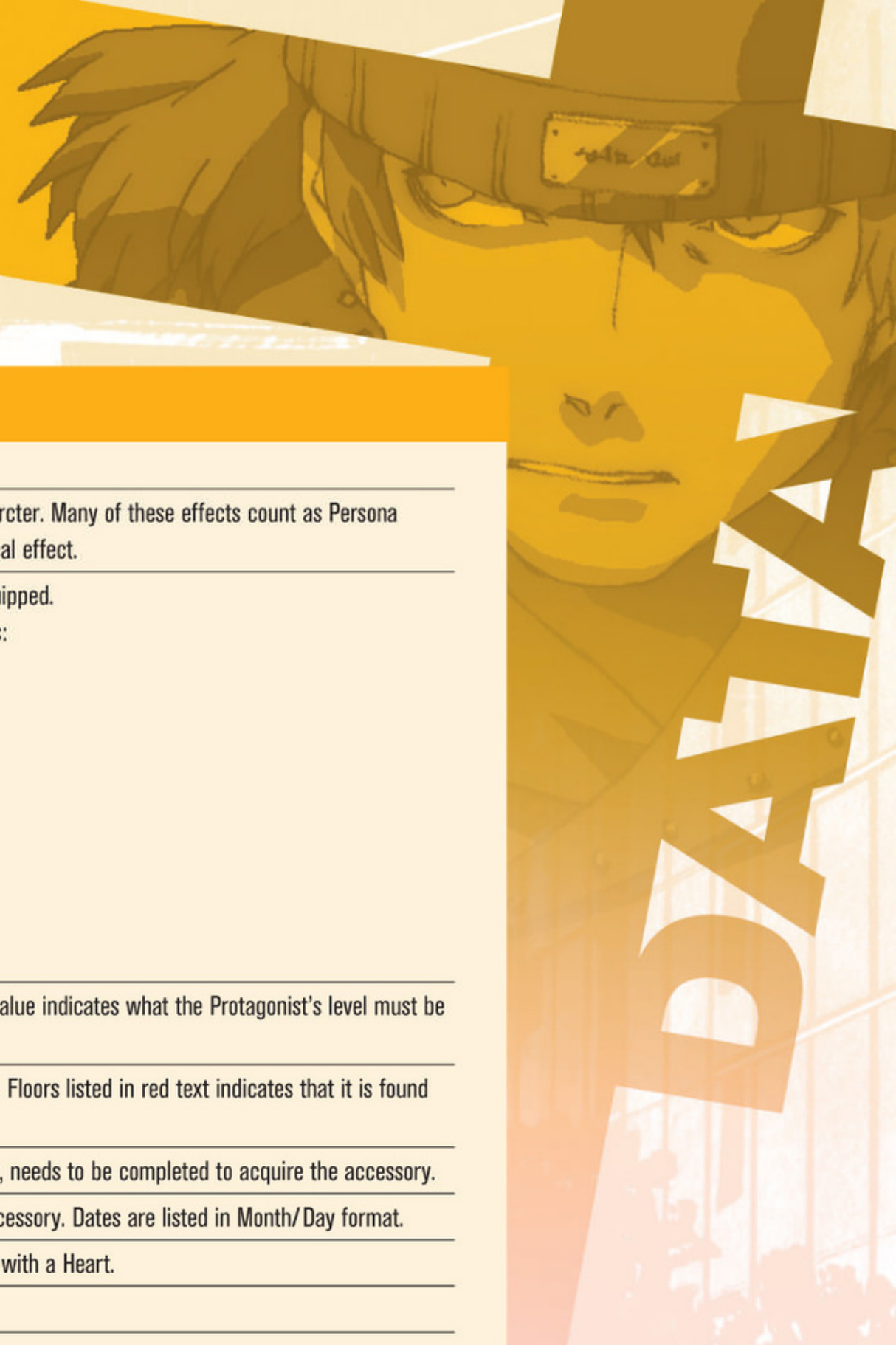
Name	EVA	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Brown Loafers	4	Y.T.	-	-	-	-	-	-	Yukari	-	500
Engineer Boots	4	Pro.	-	-	-	-	-	-	Protagonist	-	500
Inverse Shoes	4	A.S.	-	-	-	-	-	-	Akihiko	-	500
Knee-high Boots	4	M.K.	-	-	-	-	-	-	Mitsuru	-	500
Soccer Shoes	4	K.A.	-	-	-	-	-	-	Ken	-	500
Straight Tip	4	J.I.	-	-	-	-	-	-	Junpei	-	500
Western Boots	4	S.A.	-	-	-	-	-	-	Shinjiro	-	500
Black Loafers	6	F.Y.	-	-	-	-	-	-	Fuuka	-	-
Rubber Sole	10	-	Lv 1	3F	-	-	-	-	Except Koromaru, Aigis	2400	600
Hi-tech Sandals	12	-	Lv 1	3F	-	-	-	-	Except Koromaru, Aigis	2800	700
Rugged Geta	14	-	-	3F	-	-	-	-	Male Characters	-	800
Leather Boots	20	-	Lv 9	22F, 35F	-	-	-	-	Except Koromaru, Aigis	6200	1550
Inline Skates	22	-	Lv 9	22F, 35F	-	-	-	-	Except Koromaru, Aigis	6400	1600
Health Sandals	24	-	-	-	-	-	5/31	-	Except Koromaru, Aigis	6800	1700
Mechanical Geta	28	-	Lv 17	55F, 61F	-	-	-	-	Except Koromaru, Aigis	9300	2325
Combat Boots	30	-	Lv 17	55F, 61F	-	-	-	-	Except Koromaru, Aigis	10100	2525
Beast Leggings	32	-	-	71F, 81F	-	-	-	-	Yukari, Mitsuru	-	2700
Crimson Greaves	36	-	Lv 26	71F, 81F	-	-	-	-	Except Koromaru, Aigis	14000	3500
Magic Sandals	38	-	Lv 26	71F, 81F	-	-	-	-	Except Koromaru, Aigis	14400	3600
Max Safety Shoes	38	-	-	-	-	-	7/12	-	Except Koromaru, Aigis	16000	4000

SHOE TYPE — FOOTWEAR FOR HUMANS (CONT)

Name	EVA	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Warrior's Boots	40	-	-	96F, 103F	-	-	-	-	Male Characters	-	4200
Cyber Shoes	46	-	Lv 32	96F, 103F	-	-	-	-	Except Koromaru, Aigis	24000	6000
Silent Sandals	48	-	Lv 32	96F, 103F	-	-	-	-	Except Koromaru, Aigis	28000	7000
Dragon Boots	50	-	-	-	-	-	8/23	-	Male Characters	32000	8000
Needle Shoes	56	-	Lv 39	116F, 124F, 133F	-	-	-	-	Except Koromaru, Aigis	40000	10000
Jet Boots	58	-	Lv 39	116F, 124F, 133F	-	-	-	-	Except Koromaru, Aigis	45600	11400
Vernal Sandals	60	-	-	116F, 124F, 133F	-	-	-	-	Except Koromaru, Aigis	-	12400
Greaves of Dawn	64	-	Lv 47	140F, 148F	-	-	-	-	Except Koromaru, Aigis	68800	17200
Assassin's Shoes	66	-	Lv 47	140F, 148F	-	-	-	-	Except Koromaru, Aigis	75200	18800
Quick Pumps	68	-	-	140F, 148F	-	-	-	-	Yukari, Mitsuru	-	12400
R/C Geta	68	-	-	-	-	-	10/11	-	Except Koromaru, Aigis	76800	19200
Killer Cleats	72	-	Lv 55	165F, 178F, 187F	-	-	-	-	Except Koromaru, Aigis	112000	28000
Lion Sandals	74	-	Lv 55	165F, 178F, 187F	-	-	-	-	Male Characters	120000	30000
Mirage Sandals	80	-	Lv 60	193F, 208F	-	-	-	-	Except Koromaru, Aigis	192000	48000
Shoes of Bane	82	-	Lv 60	193F, 208F	-	-	11/22	-	Except Koromaru, Aigis	200000	50000
Sexy Heels	84	-	-	193F, 208F	-	-	-	-	Yukari, Mitsuru	-	54000
Idaten Sandals	88	-	Lv 65	215F, 227F, 235F	-	-	-	-	Except Koromaru, Aigis	200000	50000
War God's Boots	90	-	Lv 65	215F, 227F, 235F	-	-	-	-	Except Koromaru, Aigis	216000	54000
Goddess Boots	92	-	-	215F, 227F, 235F	-	-	-	-	Yukari, Mitsuru	-	56000
Holy Shoes	96	-	Lv 70	238F, 250F, 256F	-	-	-	-	Except Koromaru, Aigis	224000	56000
Hanzo's Sandals	98	-	Lv 70	238F, 250F, 256F	-	-	-	-	Except Koromaru, Aigis	235000	58750
Eternal Shoes	130	-	-	-	3F, 8F	-	-	-	Yukari, Mitsuru	-	25
Hallowed Boots	130	-	-	-	5F, 6F	-	-	-	Male Characters	-	25
Shoes of Light	140	-	-	-	-	-	-	Messiah	Except Koromaru, Aigis	-	25

SHOE TYPE — LEGS FOR ROBOTS

Name	EVA	Acquire								Buy Price	Sell Price
		Start	Buy	Tartarus	Monad	Liz	TV	Persona	Used by		
Aigis Legs v.1	40	Aig.	-	-	-	-	-	-	Aigis	-	4750
Aigis Legs v.2	54	-	Lv 32	96F, 103F	-	-	-	-	Aigis	35000	8750
Aigis Legs v.3	60	-	Lv 39	120F, 123F, 137F	-	-	-	-	Aigis	60000	15000
Aigis Legs v.4	68	-	Lv 47	145F, 153F, 162F	-	-	-	-	Aigis	85000	21250
Aigis Legs v.5	76	-	Lv 55	167F, 174F, 189F	-	-	-	-	Aigis	132000	33000
Aigis Legs v.6	84	-	Lv 60	199F, 206F, 212F	-	-	-	-	Aigis	200000	50000
Aigis Legs v.7	92	-	Lv 65	216F, 221F, 234F	-	-	-	-	Aigis	224000	56000
Aigis Legs v.8	100	-	Lv 70	237F, 245F, 253F	-	-	-	-	Aigis	240000	60000
Aigis Legs v.0	140	-	-	-	-	-	-	Messiah	Aigis	-	25



ACCESSORY LEGEND

NAME:	The name of the accessory.
EFFECT:	Describes the effect that wearing the accessory has on the chaarcter. Many of these effects count as Persona Support Skills, and will not supplement a skill that has an identical effect.
START:	Indicates that a character joins the team with this accessory equipped. Characters are identified by the following initials or abbreviations: **Pro.** = Protagonist **Y.T.** = Yukari Takeba **J.I.** = Junpei Iori **A.S.** = Akihiko Senpai **M.K.** = Mitsuru Kirijo **S.A.** = Shinjiro Aragaki **K.A.** = Ken Amada **Aig.** = Aigis **Koro.** = Koromaru
BUY:	Denotes when you can buy this item from Be Blue V. The Level value indicates what the Protagonist's level must be before the item can be purchased.
TARTARUS:	Lists which floors inside Tartarus the accessory can be found on. Floors listed in red text indicates that it is found within a Rare Chest.
LIZ:	Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the accessory.
TV:	Indicates what date the Home Shopping Channel will sell this accessory. Dates are listed in Month/Day format.
PERSONA:	Idientifies which Persona will produce this item if it was created with a Heart.
BUY PRICE:	The amount of yen needed to buy the accessory.
SELL PRICE:	The amount of yen you get from selling the accessory.

ACCESSORY TYPE

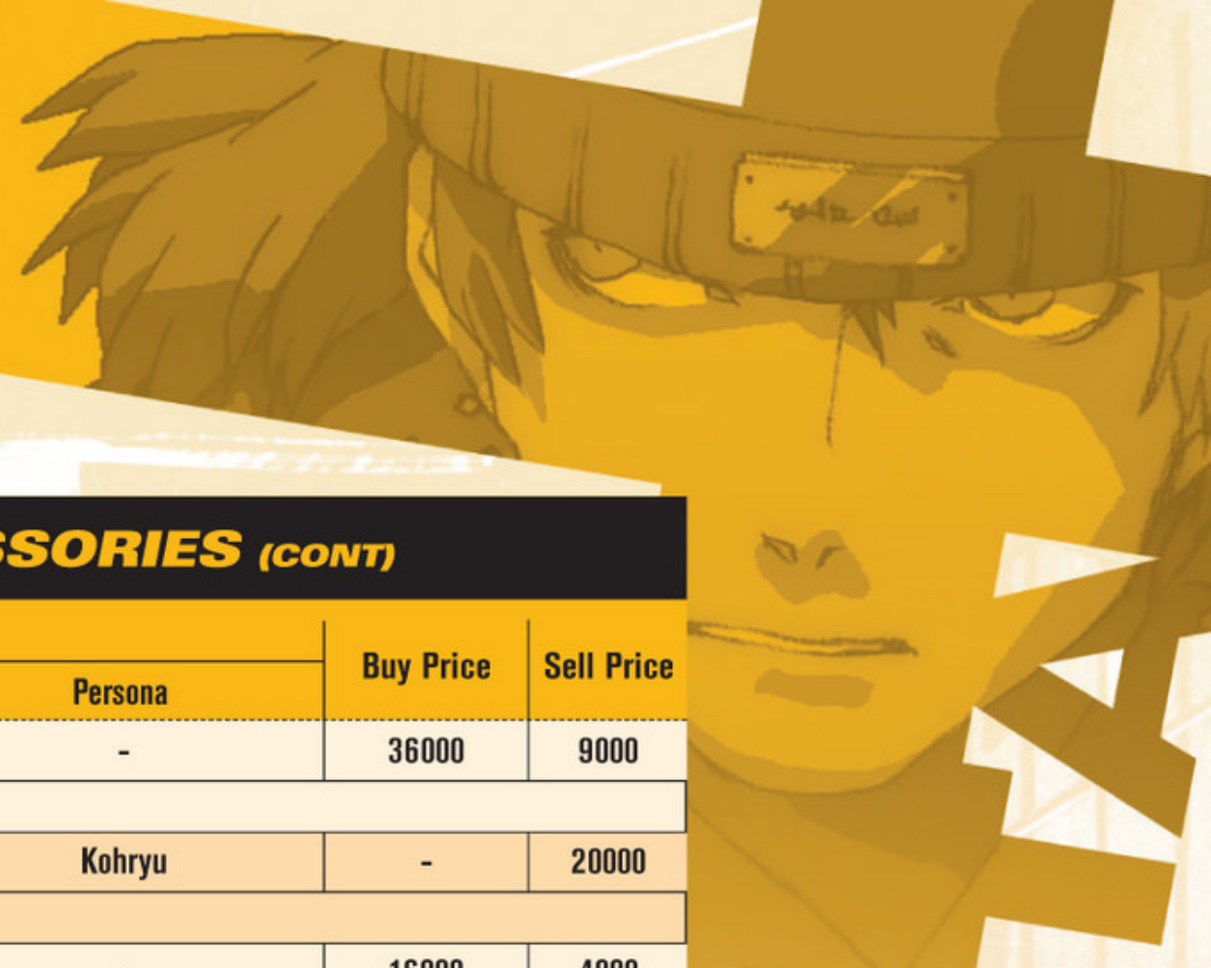
SPECIAL EFFECT ACCESSORIES

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Agni Bracers	-	Lv 26	-	-	-	-	36000	9000
	Increases Fire Damage Output by 50%							
Alicorn	-	-	-	-	-	Unicorn	-	4000
	Prevents Poison							
Barbaric Bracers	-	-	-	-	-	Chi You	-	158250
	Greatly Increases Evasion against all Attacks							
Berserker's Seal	-	-	-	#31	11/1	-	80000	20000
	50% Chance of Repelling a Physical Attack							
Black God's Rock	-	-	-	-	-	Chernobog	-	20000
	Prevents Slash Attacks							
Blazing Flame	-	-	-	-	-	Surt	-	20000
	Prevents Fire Attacks							
Book of Enoch	-	-	-	-	-	Metatron	-	4000
	Evasion against all Magical Attacks Increases							

ACCESSORY TYPE

SPECIAL EFFECT ACCESSORIES (CONT)

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Chakra Ring	-	-	-	-	-	Vishnu	-	158250
	Halves SP Cost for Skills							
Divine Pillar	-	-	-	-	-	Alilat	-	213500
	Lowers Damage from all Attacks. Can't Evade.							
Draupnir	-	-	-	-	-	Odin	-	44000
	Doubles HP Restored by Healing Skills							
Earth Badge	-	-	238F, 250F, 256F	-	-	-	-	20000
	Recover 10% HP every turn (Except for "1 More")							
Eye of Flame	-	-	218F, 223F, 233F	-	-	-	-	9000
	Triples Evasion against Fire Attacks							
Eye of Ice	-	-	219F, 225F, 230F	-	-	-	-	9000
	Triples Evasion against Ice Attacks							
Eye of Thunder	-	-	216F, 221F, 234F	-	-	-	-	9000
	Triples Evasion against Electrical Attacks							
Eye of Wind	-	-	215F, 227F, 235F	-	-	-	-	9000
	Triples Evasion against Wind Attacks							
Fire Bracers	-	Lv 9	-	-	-	-	7000	1750
	Increases Fire Damage Output by 25%							
Flame Charm	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Fire Attacks							
Frenzy Beads	-	-	-	-	-	-	-	250
	Doubles Damage while Enraged							
Frost Cap	-	-	-	-	-	Jack Frost	-	4000
	Prevents Freeze							
Frozen Stone	-	-	-	-	-	Gabriel	-	20000
	Prevents Ice Attacks							
Giga Guard Band	-	Lv 26	-	-	-	-	7000	1750
	Persona's Endurance +3							
Giga Luck Band	-	Lv 26	-	-	-	-	7000	1750
	Persona's Luck +3							
Giga Magic Band	-	Lv 26	-	-	-	-	7000	1750
	Persona's Magic +3							
Giga Power Band	-	Lv 26	-	-	5/10	-	7000	1750
	Persona's Strength +3							
Giga Speed Band	-	Lv 26	-	-	-	-	7000	1750
	Persona's Speed +3							
Guard Band	-	Lv 1	-	-	-	-	1000	250
	Persona's Endurance +1							
Ice Bracers	-	Lv 9	-	-	-	-	7000	1750
	Increases Ice Damage Output by 25%							
Ice Charm	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Ice Attacks							
Indigo Cape	-	-	165F, 178F, 187F	-	-	Pyro Jack	-	20000
	Increases Escape Success Rate							



ACCESSORY TYPE

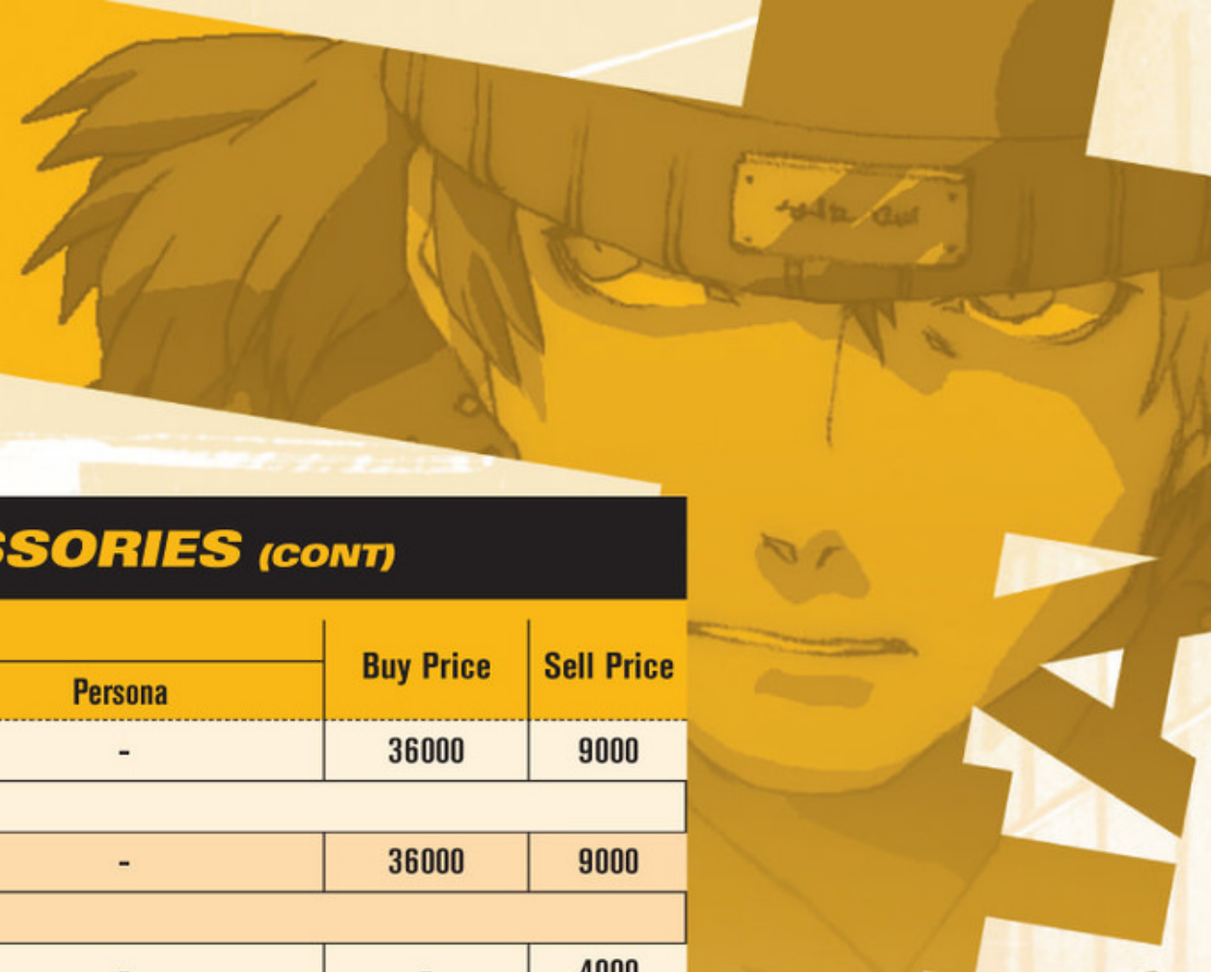
SPECIAL EFFECT ACCESSORIES (CONT)

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Indra Bracers	-	Lv 26	-	-	-	-	36000	9000
	Increases Electrical Damage Output by 50%							
Kohryu's Scale	-	-	-	-	-	Kohryu	-	20000
	Prevents Strike Attacks							
Land Badge	-	-	67F, 76F, 79F, 87F, 120F, 123F, 137F	#13	6/21	-	16000	4000
	Recover 5% HP every turn (Except for "1 More")							
Lightning Armlet	-	-	-	-	-	Take-Mikazuchi, Take-Minakata	-	4000
	Prevents Shock							
Lightning Gloves	-	-	-	-	-	Thor	-	20000
	Prevents Electrical Attacks							
Luck Band	-	Lv 1	-	-	-	-	1000	250
	Persona's Luck +1							
Mage's Mark	-	-	95F, 101F, 111F, 116F, 124F, 133F	-	7/19	-	16000	4000
	Recover 3 SP every turn (Except for "1 More")							
Magic Band	-	Lv 1	-	-	-	-	1000	250
	Persona's Magic +1							
Masakado's Hair	-	-	-	-	-	Masakado	-	97000
	Evasion against all Physical Attacks Increases							
Mega Guard Band	-	Lv 17	-	-	-	-	3000	750
	Persona's Endurance +2							
Mega Luck Band	-	Lv 17	-	-	-	-	3000	750
	Persona's Luck +2							
Mega Magic Band	-	Lv 17	-	-	-	-	3000	750
	Persona's Magic +2							
Mega Power Band	-	Lv 17	-	-	-	-	3000	750
	Persona's Strength +2							
Mega Speed Band	-	Lv 17	-	-	-	-	3000	750
	Persona's Speed +2							
Mystic Rock	-	-	-	-	-	Seiten Taisei	-	20000
	Prevents Pierce Attacks							
Narcissus Flower	-	-	-	-	-	Narcissus	-	4000
	Prevents Charm							
Omega Drive	-	-	-	#50	-	-	-	44000
	Doubles Chance of Inflicting Critical Hits							
Omnipotent Orb	-	-	-	#55	-	Messiah	-	250000
	Prevents All Attacks except Almighty							
Pierce Repeller	-	-	199F, 206F, 212F	-	-	-	-	9000
	Triples Evasion against Pierce Attacks							
Pierce Ward	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Pierce Attacks							
Power Band	-	Lv 1	-	-	-	-	1000	250
	Persona's Strength +1							
Prayer Beads	-	-	-	-	9/13	-	16000	4000
	10% Revival Chance against Mudo skills							

ACCESSORY TYPE

SPECIAL EFFECT ACCESSORIES (CONT)

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Radiant Halo	-	-	-	-	-	Melchizedek	-	20000
	Prevents Light Attacks							
Ring of Darkness	-	-	-	-	-	Thanatos	-	20000
	Prevents Dark Attacks							
Ring of Serenity	-	-	-	-	-	Fortuna	-	4000
	Prevents Rage							
Rudra Ring	-	-	-	-	-	Shiva	-	158250
	Halves HP Cost for Skills							
Sacrificial Idol	-	-	-	#51	-	-	-	213500
	Survive with Full HP after dying Once per Battle							
Serpent's Eye	-	-	-	-	-	Yamatano-Orochi	-	4000
	Prevents Fear							
Shadow Sensor	-	-	167F, 174F, 189F	-	-	-	-	44000
	Lowers "Enemy Advantage!!" Chance							
Sigma Drive	-	-	55F, 61F	#9	-	-	-	44000
	Lowers Chance of Suffering a Critical Hit							
Slash Repeller	-	-	196F, 205F	-	-	-	-	9000
	Triples Evasion against Slash Attacks							
Slash Ward	-	Lv 17	-	-	5/3	-	7000	1750
	Doubles Evasion against Slash Attacks							
Sorceror's Mark	-	-	-	#38	-	-	-	20000
	Recover 5 SP every turn (Except for "1 More")							
Space Badge	-	-	-	#43#45	-	-	-	97000
	Recover 15% HP every turn (Except for "1 More")							
Speed Band	-	Lv 1	-	-	-	-	1000	250
	Persona's Speed +1							
Spirit Bracers	-	-	-	#40	-	Titan	-	44000
	Survive with 1 HP after dying. Once per Battle							
Staunch Anklets	-	-	-	-	-	Flauros	-	4000
	Prevents Distress							
Storm Ring	-	-	-	-	-	Jatayu	-	20000
	Prevents Wind Attacks							
Strike Repeller	-	-	193F, 208F	-	-	-	-	9000
	Triples Evasion against Strike Attacks							
Strike Ward	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Strike Attacks							
Thunder Bracers	-	Lv 9	-	-	-	-	7000	1750
	Increases Electrical Damage Output by 25%							
Thunder Charm	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Electrical Attacks							
Tome of the Void	-	-	-	-	-	Abaddon	-	213500
	Prevents All Status Ailments							
Unbreakable Cage	-	-	-	-	-	Legion	-	4000
	Prevents Panic							



ACCESSORY TYPE

SPECIAL EFFECT ACCESSORIES (CONT)

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Varna Bracers	-	Lv 26	-	-	8/30	-	36000	9000
	Increases Ice Damage Output by 50%							
Vayu Bracers	-	Lv 26	-	-	-	-	36000	9000
	Increases Wind Damage Output by 50%							
War God's Seal	-	-	-	-	-	-	-	4000
	30% Chance of Repelling a Physical Attack							
Warrior's Seal	-	-	17F, 26F, 33F, 38F, 42F, 53F, 56F	-	-	-	-	4000
	15% Chance of Repelling a Physical Attack							
Wind Bracers	-	Lv 9	-	-	-	-	7000	1750
	Increases Wind Damage Output by 25%							
Wind Charm	-	Lv 17	-	-	-	-	7000	1750
	Doubles Evasion against Wind Attacks							
Wizard's Mark	-	-	-	#36	-	-	-	97000
	Recover 7 SP every turn (Except for "1 More")							

ACCESSORY TYPE

DECORATIVE ACCESSORIES

Name	Acquire						Buy Price	Sell Price
	Start	Buy	Tartarus	Liz	TV	Persona		
Beanie	S.A.	-	-	-	-	-	-	750
	Exclusive Decoration for Shinjiro							
Fancy Nails	M.K.	-	-	-	-	-	-	750
	Exclusive Decoration for Mitsuru							
Heart Choker	Y.T.	-	-	-	-	-	-	750
	Exclusive Decoration for Yukari							
Koromaru Wings	Koro.	-	-	-	-	-	-	750
	Exclusive Decoration for Koromaru							
Leather Gloves	A.S.	-	-	-	-	-	-	750
	Exclusive Decoration for Akihiko							
Platinum Watch	-	Lv 26	-	-	-	-	16000	4000
	Elizabeth wants one of these							
Portable Player	Pro.	-	-	-	-	-	-	750
	Exclusive Decoration for the Protagonist							
Red Ribbon	Aig.	-	-	-	-	-	-	750
	Exclusive Decoration for Aigis							
Silver Necklace	J.I.	-	-	-	-	-	-	750
	Exclusive Decoration for Junpei							
Wristband	K.A.	-	-	-	-	-	-	750
	Exclusive Decoration for Ken							

KEY ITEM LEGEND

NAME:	The name of the item. Items are listed in alphabetical order by name.
EFFECT:	The effect the item has when it is in your possession. Some items can also be used to give to others.
TARTARUS:	Lists which floors inside Tartarus the item can be found on.
LIZ:	Short for Elizabeth. The entry denotes which request, by number, needs to be completed to acquire the item.
EVENT:	Information on special events where you can acquire this item is listed here.

ITEM TYPE: **KEY ITEMS**

Name	Effect	Acquire		
		Tartarus	Liz	Event
Award Letter	Able to create Norn	-	-	Max Fortune S.Link
Bead Ring	Able to create Attis	-	-	Max Hanged Man S.Link
Car Key	Able to create Lucifer	-	-	Max Star S.Link
Cheap Lighter	Able to create Odin	-	-	Max Emperor S.Link
Gourmet License	Able to create Sandalphon	-	-	Max Moon S.Link
Handmade Choker	Able to create Surt	-	-	Max Magician S.Link
Headphones	Able to create Scathach	-	-	Max Priestess S.Link
Kids' Letter	Able to create Siegfried	-	-	Max Strength S.Link
Lily Petal	Able to create Lilith	-	#48	-
Machine Core	Able to create Nata Taishi	-	#29	-
Manga	Able to create Melchizedek	-	-	Max Justice S.Link
Marionette	Able to create Nebiros	-	#42	-
Masakados	Able to create Masakado	-	#52	-
Money Pouch	Able to create Byakko	-	-	Max Temperance S.Link
Motorcycle Key	Able to create Alilat	-	-	Max Empress S.Link
Old Document 01	Piece of a document detailing the events ten years ago.	16F	-	-
Old Document 02	Piece of a document detailing the events ten years ago.	40F	-	-
Old Document 03	Piece of a document detailing the events ten years ago.	64F	-	-
Old Document 04	Piece of a document detailing the events ten years ago.	89F	-	-
Old Document 05	Piece of a document detailing the events ten years ago.	114F	-	-
Old Document 06	Piece of a document detailing the events ten years ago.	139F	-	-
Old Document 07	Piece of a document detailing the events ten years ago.	164F	-	-
Old Document 08	Piece of a document detailing the events ten years ago.	214F	-	-
Persimmon Fruit	Able to create Kohryu	-	-	Max Hierophant S.Link
Persimmon Leaf	Give this to the Old Couple at the Bookstore.	-	-	Check the Tree for the Couple
Platinum Bookmark	Trophy for defeating Elizabeth	-	-	Defeat Elizabeth
Red Fountain Pen	Give this to the sick man at Naganaki Shrine.	-	-	Check Koromaru in the Lounge
Screenshot Data	Able to create Arahabaki	-	-	Max Hermit S.Link
Sports Tape	Able to create Thor	-	-	Max Chariot S.Link
Sugar Key	Able to create King Frost	-	#22	-
Thank-you Letter	Able to create Beelzebub	-	-	Max Devil S.Link

ADDITIONAL EFFECT LEGEND

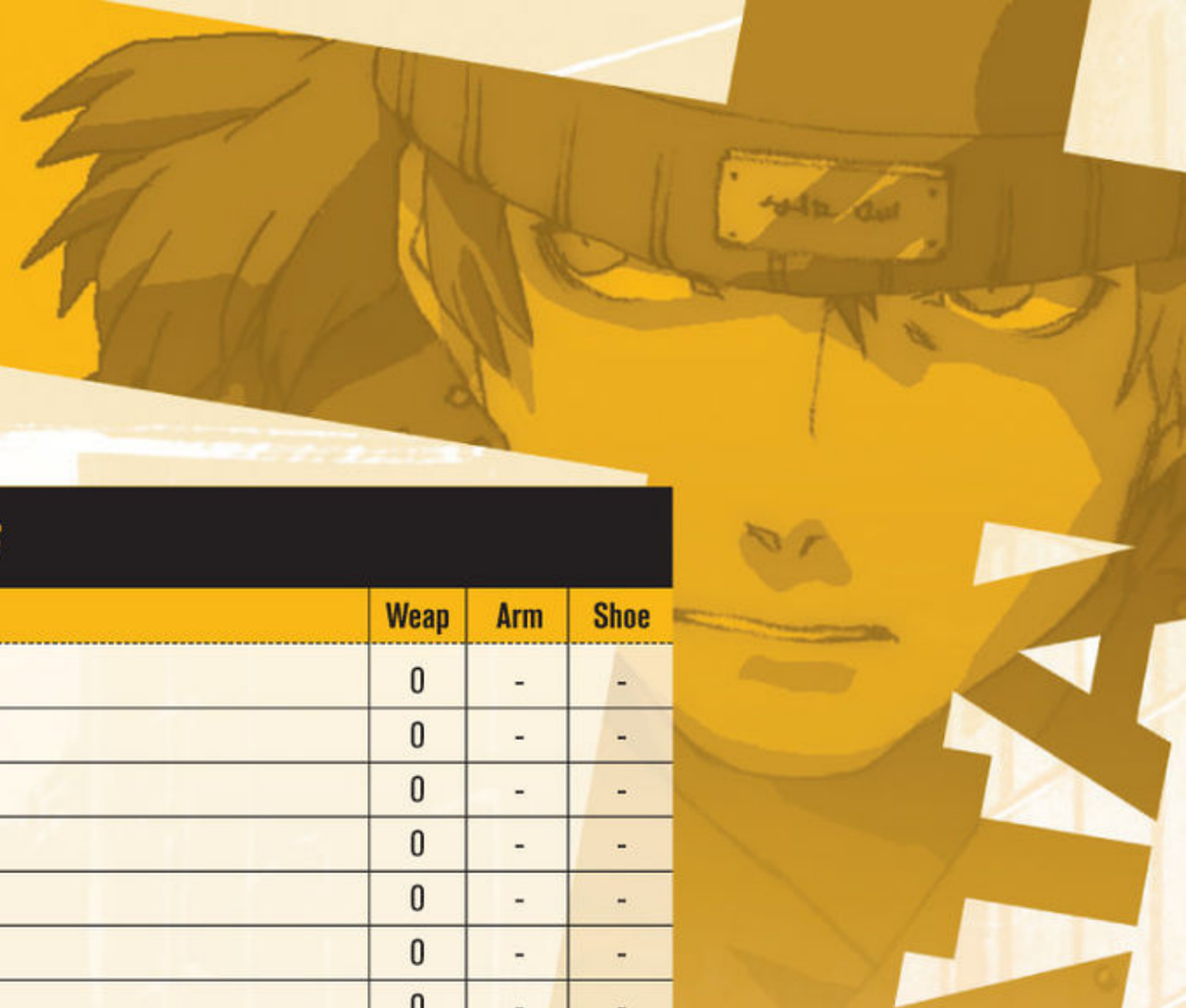
NAME:	The name of the additional effect.
EFFECT:	Detailed explanation of the additional effect.
WEAP:	An "O" indicates that this effect can appear on a weapon.
ARM:	An "O" indicates that this effect can appear on an armor.
SHOE:	An "O" indicates that this effect can appear on a shoe.

EFFECT TYPE **STAT INCREASE**

Name	Effect	Weap	Arm	Shoe
+1 Strength	The equipped item grants +1 to a Persona's Strength	O	O	-
+2 Strength	The equipped item grants +2 to a Persona's Strength	O	O	-
+3 Strength	The equipped item grants +3 to a Persona's Strength	O	O	-
+4 Strength	The equipped item grants +4 to a Persona's Strength	O	O	-
+5 Strength	The equipped item grants +5 to a Persona's Strength	O	O	-
+1 Magic	The equipped item grants +1 to a Persona's Magic	O	O	-
+2 Magic	The equipped item grants +2 to a Persona's Magic	O	O	-
+3 Magic	The equipped item grants +3 to a Persona's Magic	O	O	-
+4 Magic	The equipped item grants +4 to a Persona's Magic	O	O	-
+5 Magic	The equipped item grants +5 to a Persona's Magic	O	O	-
+1 Endurance	The equipped item grants +1 to a Persona's Endurance	O	O	-
+2 Endurance	The equipped item grants +2 to a Persona's Endurance	O	O	-
+3 Endurance	The equipped item grants +3 to a Persona's Endurance	O	O	-
+4 Endurance	The equipped item grants +4 to a Persona's Endurance	O	O	-
+5 Endurance	The equipped item grants +5 to a Persona's Endurance	O	O	-
+1 Agility	The equipped item grants +1 to a Persona's Agility	O	O	-
+2 Agility	The equipped item grants +2 to a Persona's Agility	O	O	-
+3 Agility	The equipped item grants +3 to a Persona's Agility	O	O	-
+4 Agility	The equipped item grants +4 to a Persona's Agility	O	O	-
+5 Agility	The equipped item grants +5 to a Persona's Agility	O	O	-
+1 Luck	The equipped item grants +1 to a Persona's Luck	O	O	-
+2 Luck	The equipped item grants +2 to a Persona's Luck	O	O	-
+3 Luck	The equipped item grants +3 to a Persona's Luck	O	O	-
+4 Luck	The equipped item grants +4 to a Persona's Luck	O	O	-
+5 Luck	The equipped item grants +5 to a Persona's Luck	O	O	-
+10 HP	The equipped item grants +10 to a character's Max HP	O	O	-
+20 HP	The equipped item grants +20 to a character's Max HP	O	O	-
+30 HP	The equipped item grants +30 to a character's Max HP	O	O	-
+40 HP	The equipped item grants +40 to a character's Max HP	O	O	-
+50 HP	The equipped item grants +50 to a character's Max HP	O	O	-
+10 SP	The equipped item grants +10 to a character's Max SP	O	O	-
+20 SP	The equipped item grants +20 to a character's Max SP	O	O	-
+30 SP	The equipped item grants +30 to a character's Max SP	O	O	-
+40 SP	The equipped item grants +40 to a character's Max SP	O	O	-
+50 SP	The equipped item grants +50 to a character's Max SP	O	O	-
+1 to all stats	The equipped item grants +1 to all stats of the Persona	O	-	-
+2 to all stats	The equipped item grants +2 to all stats of the Persona	O	-	-
+3 to all stats	The equipped item grants +3 to all stats of the Persona	O	-	-
+4 to all stats	The equipped item grants +4 to all stats of the Persona	O	-	-
+5 to all stats	The equipped item grants +5 to all stats of the Persona	O	-	-
+10 to all stats	The equipped item grants +10 to all stats of the Persona	O	-	-

EFFECT TYPE **ARCANA SLAYERS**

Name	Effect	Weap	Arm	Shoe
+Strong vs. Magician	Damage to Magician Arcana foes is increased by 25%	0	-	-
+Effective vs. Magician	Damage to Magician Arcana foes is increased by 50%	0	-	-
+Deadly vs. Magician	Damage to Magician Arcana foes is increased by 100%	0	-	-
+Strong vs. Priestess	Damage to Priestess Arcana foes is increased by 25%	0	-	-
+Effective vs. Priestess	Damage to Priestess Arcana foes is increased by 50%	0	-	-
+Deadly vs. Priestess	Damage to Priestess Arcana foes is increased by 100%	0	-	-
+Strong vs. Empress	Damage to Empress Arcana foes is increased by 25%	0	-	-
+Effective vs. Empress	Damage to Empress Arcana foes is increased by 50%	0	-	-
+Deadly vs. Empress	Damage to Empress Arcana foes is increased by 100%	0	-	-
+Strong vs. Emperor	Damage to Emperor Arcana foes is increased by 25%	0	-	-
+Effective vs. Emperor	Damage to Emperor Arcana foes is increased by 50%	0	-	-
+Deadly vs. Emperor	Damage to Emperor Arcana foes is increased by 100%	0	-	-
+Strong vs. Hierophant	Damage to Hierophant Arcana foes is increased by 25%	0	-	-
+Effective vs. Hierophant	Damage to Hierophant Arcana foes is increased by 50%	0	-	-
+Deadly vs. Hierophant	Damage to Hierophant Arcana foes is increased by 100%	0	-	-
+Strong vs. Lovers	Damage to Lovers Arcana foes is increased by 25%	0	-	-
+Effective vs. Lovers	Damage to Lovers Arcana foes is increased by 50%	0	-	-
+Deadly vs. Lovers	Damage to Lovers Arcana foes is increased by 100%	0	-	-
+Strong vs. Chariot	Damage to Chariot Arcana foes is increased by 25%	0	-	-
+Effective vs. Chariot	Damage to Chariot Arcana foes is increased by 50%	0	-	-
+Deadly vs. Chariot	Damage to Chariot Arcana foes is increased by 100%	0	-	-
+Strong vs. Justice	Damage to Justice Arcana foes is increased by 25%	0	-	-
+Effective vs. Justice	Damage to Justice Arcana foes is increased by 50%	0	-	-
+Deadly vs. Justice	Damage to Justice Arcana foes is increased by 100%	0	-	-
+Strong vs. Hermit	Damage to Hermit Arcana foes is increased by 25%	0	-	-
+Effective vs. Hermit	Damage to Hermit Arcana foes is increased by 50%	0	-	-
+Deadly vs. Hermit	Damage to Hermit Arcana foes is increased by 100%	0	-	-
+Strong vs. Fortune	Damage to Fortune Arcana foes is increased by 25%	0	-	-
+Effective vs. Fortune	Damage to Fortune Arcana foes is increased by 50%	0	-	-
+Deadly vs. Fortune	Damage to Fortune Arcana foes is increased by 100%	0	-	-
+Strong vs. Strength	Damage to Strength Arcana foes is increased by 25%	0	-	-
+Effective vs. Strength	Damage to Strength Arcana foes is increased by 50%	0	-	-
+Deadly vs. Strength	Damage to Strength Arcana foes is increased by 100%	0	-	-
+Strong vs. Hanged Man	Damage to Hanged Man Arcana foes is increased by 25%	0	-	-
+Effective vs. Hanged Man	Damage to Hanged Man Arcana foes is increased by 50%	0	-	-
+Deadly vs. Hanged Man	Damage to Hanged Man Arcana foes is increased by 100%	0	-	-
+Strong vs. Death	Damage to Death Arcana foes is increased by 25%	0	-	-
+Effective vs. Death	Damage to Death Arcana foes is increased by 50%	0	-	-
+Deadly vs. Death	Damage to Death Arcana foes is increased by 100%	0	-	-



EFFECT TYPE	ATTACK SUPPLEMENTS			
Name	**Effect**	**Weap**	**Arm**	**Shoe**
+Charm (low odds)	5% Chance to inflict Charm with a normal attack.	0	-	-
+Charm (med odds)	10% Chance to inflict Charm with a normal attack.	0	-	-
+Charm (high odds)	15% Chance to inflict Charm with a normal attack.	0	-	-
+Distress (low odds)	5% Chance to inflict Distress with a normal attack.	0	-	-
+Distress (med odds)	10% Chance to inflict Distress with a normal attack.	0	-	-
+Distress (high odds)	15% Chance to inflict Distress with a normal attack.	0	-	-
+Panic (low odds)	5% Chance to inflict Panic with a normal attack.	0	-	-
+Panic (med odds)	10% Chance to inflict Panic with a normal attack.	0	-	-
+Panic (high odds)	15% Chance to inflict Panic with a normal attack.	0	-	-
+Fear (low odds)	5% Chance to inflict Fear with a normal attack.	0	-	-
+Fear (med odds)	10% Chance to inflict Fear with a normal attack.	0	-	-
+Fear (high odds)	15% Chance to inflict Fear with a normal attack.	0	-	-
+Rage (low odds)	5% Chance to inflict Rage with a normal attack.	0	-	-
+Rage (med odds)	10% Chance to inflict Rage with a normal attack.	0	-	-
+Rage (high odds)	15% Chance to inflict Rage with a normal attack.	0	-	-
+Poison (low odds)	5% Chance to inflict Poison with a normal attack.	0	-	-
+Poison (med odds)	10% Chance to inflict Poison with a normal attack.	0	-	-
+Poison (high odds)	15% Chance to inflict Poison with a normal attack.	0	-	-
+Crit rate up (low)	Increases chance of a Critical Hit from a normal attack by 5%	0	-	-
+Crit rate up (med)	Increases chance of a Critical Hit from a normal attack by 10%	0	-	-
+Crit rate up (high)	Increases chance of a Critical Hit from a normal attack by 15%	0	-	-

EFFECT TYPE	IMPROVED RESISTANCE			
Name	**Effect**	**Weap**	**Arm**	**Shoe**
+Resist Slash (low)	Cuts damage received from Slash attacks by 10%. Voids Weakness.	-	0	-
+Resist Slash (med)	Cuts damage received from Slash attacks by 20%. Voids Weakness.	-	0	-
+Resist Slash (high)	Cuts damage received from Slash attacks by 30%. Voids Weakness.	-	0	-
+Resist Strike (low)	Cuts damage received from Strike attacks by 10%. Voids Weakness.	-	0	-
+Resist Strike (med)	Cuts damage received from Strike attacks by 20%. Voids Weakness.	-	0	-
+Resist Strike (high)	Cuts damage received from Strike attacks by 30%. Voids Weakness.	-	0	-
+Resist Pierce (low)	Cuts damage received from Pierce attacks by 10%. Voids Weakness.	-	0	-
+Resist Pierce (med)	Cuts damage received from Pierce attacks by 20%. Voids Weakness.	-	0	-
+Resist Pierce (high)	Cuts damage received from Pierce attacks by 30%. Voids Weakness.	-	0	-
+Resist Phys (low)	Cuts damage received from Slash, Strike, and Pierce attacks by 10%. Voids Weakness.	-	0	-
+Resist Phys (med)	Cuts damage received from Slash, Strike, and Pierce attacks by 20%. Voids Weakness.	-	0	-
+Resist Phys (high)	Cuts damage received from Slash, Strike, and Pierce attacks by 30%. Voids Weakness.	-	0	-
+Resist Fire (low)	Cuts damage received from Fire attacks by 10%. Voids Weakness.	-	0	-
+Resist Fire (med)	Cuts damage received from Fire attacks by 20%. Voids Weakness.	-	0	-
+Resist Fire (high)	Cuts damage received from Fire attacks by 30%. Voids Weakness.	-	0	-
+Resist Ice (low)	Cuts damage received from Ice attacks by 10%. Voids Weakness.	-	0	-
+Resist Ice (med)	Cuts damage received from Ice attacks by 20%. Voids Weakness.	-	0	-
+Resist Ice (high)	Cuts damage received from Ice attacks by 30%. Voids Weakness.	-	0	-
+Resist Wind (low)	Cuts damage received from Wind attacks by 10%. Voids Weakness.	-	0	-
+Resist Wind (med)	Cuts damage received from Wind attacks by 20%. Voids Weakness.	-	0	-

EFFECT TYPE **IMPROVED RESISTANCE (CONT)**

Name	Effect	Weap	Arm	Shoe
+Resist Wind (high)	Cuts damage received from Wind attacks by 30%. Voids Weakness.	-	0	-
+Resist Elec (low)	Cuts damage received from Electrical attacks by 10%. Voids Weakness.	-	0	-
+Resist Elec (med)	Cuts damage received from Electrical attacks by 20%. Voids Weakness.	-	0	-
+Resist Elec (high)	Cuts damage received from Electrical attacks by 30%. Voids Weakness.	-	0	-
+Resist Magic (low)	Cuts damage received from Fire, Ice, Wind, and Electrical attacks by 10%. Voids Weakness.	-	0	-
+Resist Magic (med)	Cuts damage received from Fire, Ice, Wind, and Electrical attacks by 10%. Voids Weakness.	-	0	-
+Resist Magic (high)	Cuts damage received from Fire, Ice, Wind, and Electrical attacks by 10%. Voids Weakness.	-	0	-

EFFECT TYPE **IMPROVED EVASION**

Name	Effect	Weap	Arm	Shoe
+Reduce Stumble (low)	Reduces chance of falling "Down" after a missed normal attack by 20%	-	-	0
+Reduce Stumble (med)	Reduces chance of falling "Down" after a missed normal attack by 50%	-	-	0
+Reduce Stumble (high)	Reduces chance of falling "Down" after a missed normal attack by 100%	-	-	0
+Evade Slash (low)	Increases dodge rate against Slash attacks by 5%	-	-	0
+Evade Slash (med)	Increases dodge rate against Slash attacks by 10%	-	-	0
+Evade Slash (high)	Increases dodge rate against Slash attacks by 15%	-	-	0
+Evade Strike (low)	Increases dodge rate against Strike attacks by 5%	-	-	0
+Evade Strike (med)	Increases dodge rate against Strike attacks by 10%	-	-	0
+Evade Strike (high)	Increases dodge rate against Strike attacks by 15%	-	-	0
+Evade Pierce (low)	Increases dodge rate against Pierce attacks by 5%	-	-	0
+Evade Pierce (med)	Increases dodge rate against Pierce attacks by 10%	-	-	0
+Evade Pierce (high)	Increases dodge rate against Pierce attacks by 15%	-	-	0
+Evade Phys (low)	Increases dodge rate against Slash, Strike, and Pierce attacks by 5%	-	-	0
+Evade Phys (med)	Increases dodge rate against Slash, Strike, and Pierce attacks by 10%	-	-	0
+Evade Phys (high)	Increases dodge rate against Slash, Strike, and Pierce attacks by 15%	-	-	0
+Evade Fire (low)	Increases dodge rate against Fire attacks by 5%	-	-	0
+Evade Fire (med)	Increases dodge rate against Fire attacks by 10%	-	-	0
+Evade Fire (high)	Increases dodge rate against Fire attacks by 15%	-	-	0
+Evade Ice (low)	Increases dodge rate against Ice attacks by 5%	-	-	0
+Evade Ice (med)	Increases dodge rate against Ice attacks by 10%	-	-	0
+Evade Ice (high)	Increases dodge rate against Ice attacks by 15%	-	-	0
+Evade Wind (low)	Increases dodge rate against Wind attacks by 5%	-	-	0
+Evade Wind (med)	Increases dodge rate against Wind attacks by 10%	-	-	0
+Evade Wind (high)	Increases dodge rate against Wind attacks by 15%	-	-	0
+Evade Elec (low)	Increases dodge rate against Electrical attacks by 5%	-	-	0
+Evade Elec (med)	Increases dodge rate against Electrical attacks by 10%	-	-	0
+Evade Elec (high)	Increases dodge rate against Electrical attacks by 15%	-	-	0
+Evade Magic (low)	Increases dodge rate against Fire, Ice, Wind, and Electrical attacks by 5%	-	-	0
+Evade Magic (med)	Increases dodge rate against Fire, Ice, Wind, and Electrical attacks by 10%	-	-	0
+Evade Magic (high)	Increases dodge rate against Fire, Ice, Wind, and Electrical attacks by 15%	-	-	0

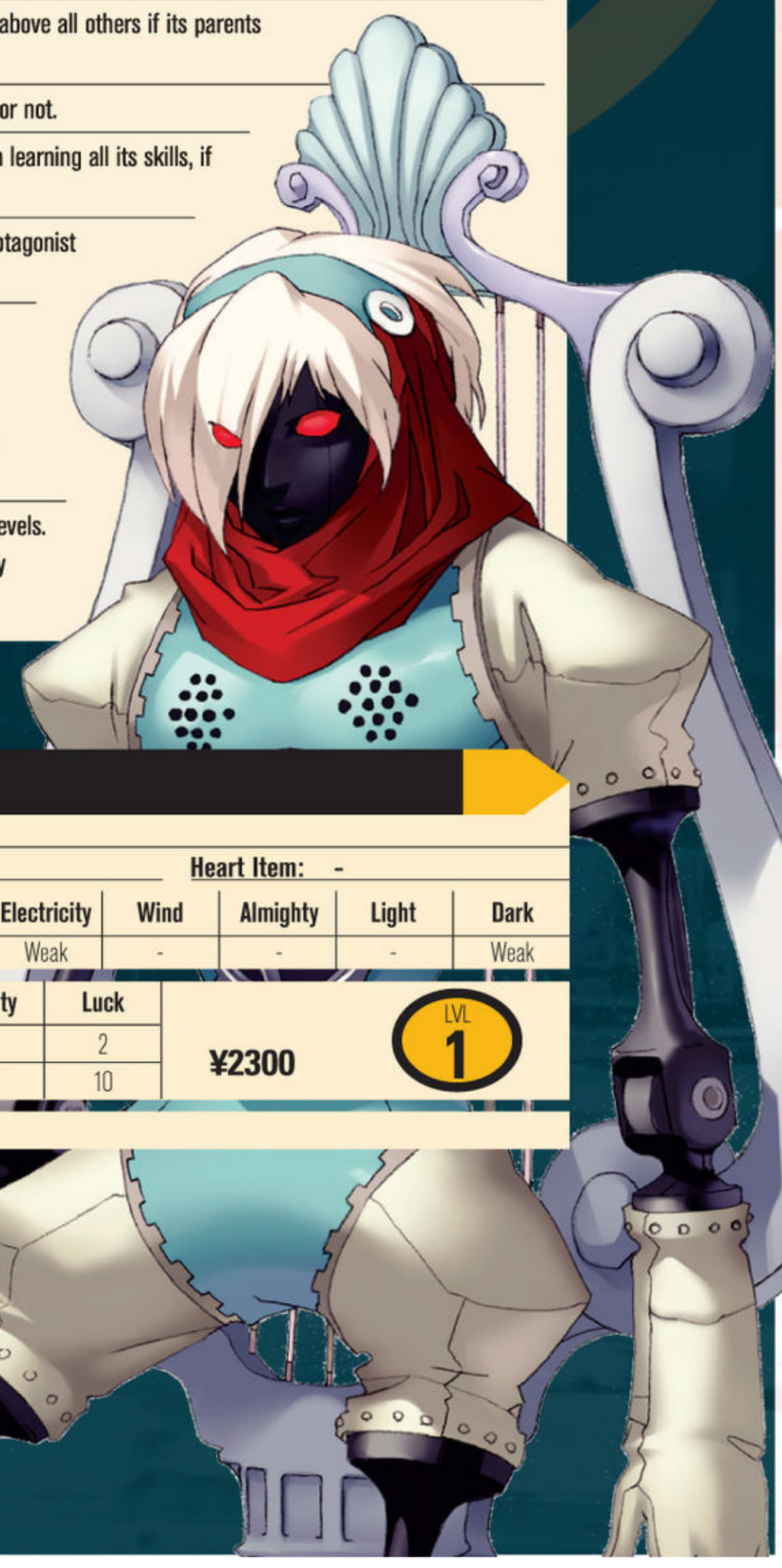
PRESENTS

PERSONAS LISTS

This section lists all one hundred forty-five Personas that you are able to obtain by fusion, as well as the Personas of the supporting characters. The main character's Personas will be listed in order of their Arcana (Fool to Judgment), and then by their starting level for ease in creating fusion recipes.

MAIN CHARACTER PERSONAS LEGEND

NAME:	The Name of the Persona.
LEVEL:	The starting level of the Persona is a determining factor in Fusions.
COST:	The base cost (in Yen) to summon this Persona from the Compendium. This cost will increase as the Persona gains levels.
ARCANA:	The Arcana grouping this Persona belongs to is a determining factor in Fusions.
RESTRICTIONS:	All restrictions, if any, must be met in order to create this Persona via Fusion.
INHERIT TYPE:	This denotes what types of skills the Persona will inherit above all others if its parents carry them.
SHUFFLE:	Whether the Persona can be gained in an Oracle Shuffle or not.
HEART ITEM:	Indicates what item you'll receive from the Persona, upon learning all its skills, if it was created with a Heart.
PROPERTIES:	Indicates what effect a particular property has on the Protagonist when he his struck with such a skill.
STATS:	The vital stats the Persona grants to the Protagonist. The Base Values are what the Persona starts with. The Increase Ratio determines which stats are more likely to increase compared to the others. A higher Increase Ratio means the stat is more likely to be increased.
SKILLS:	Indicates what skills the Persona will learn at particular levels. If no level is indicated, this means that the Person initially comes with that skill.



ARCANA
Fool

ORPHEUS

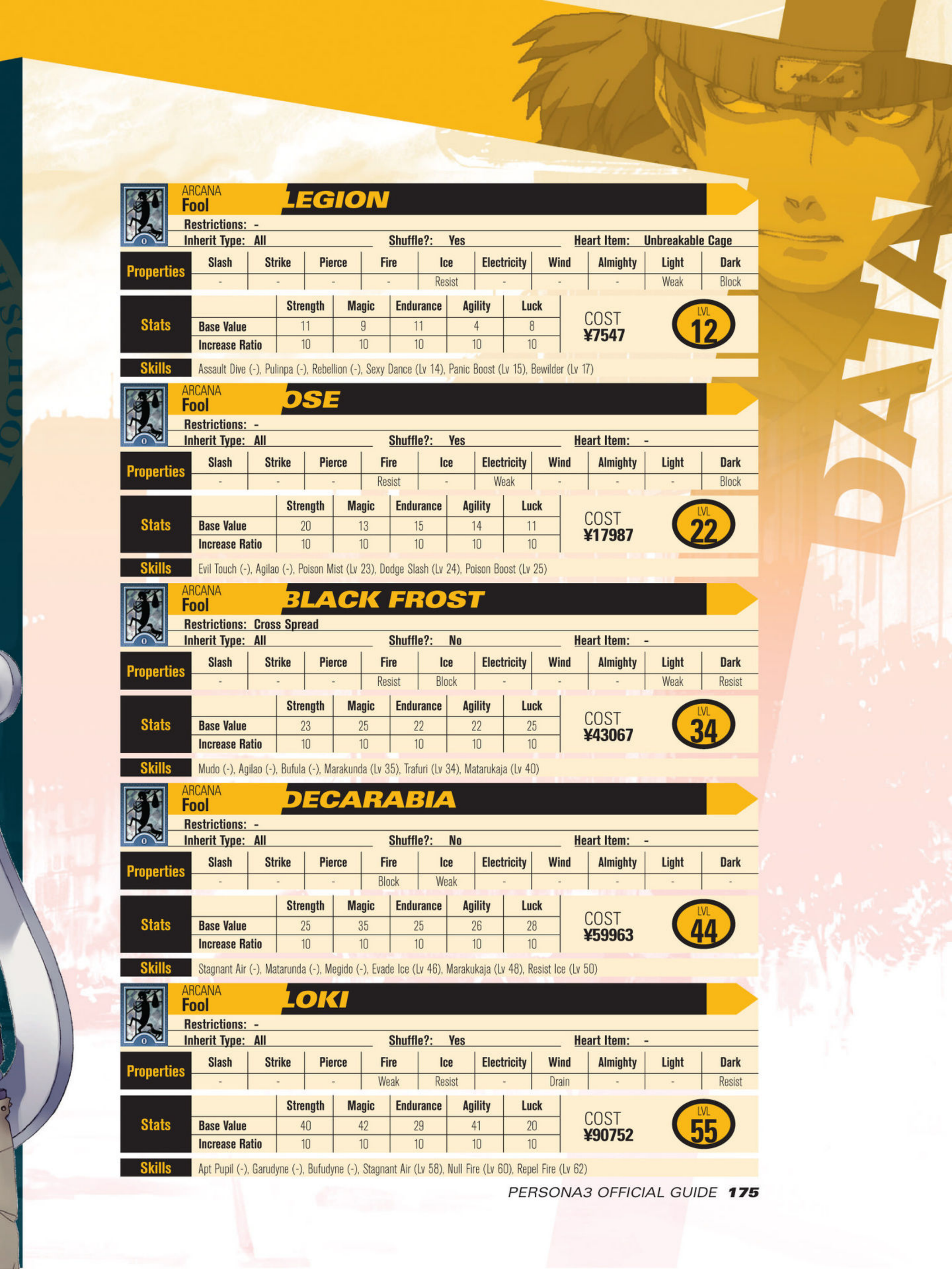
Restrictions: -
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	-	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	2	2	2	2	2
	Increase Ratio	10	10	10	10	10

¥2300 LVL 1

Skills Bash (-), Agi (Lv 2), Tarunda (Lv 6)



LEGION

ARCANA **Fool**

Restrictions: -
Inherit Type: All **Shuffle?:** Yes **Heart Item:** Unbreakable Cage

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Resist	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	11	9	11	4	8
	Increase Ratio	10	10	10	10	10

COST **¥7547**

LVL **12**

Skills Assault Dive (-), Pulinpa (-), Rebellion (-), Sexy Dance (Lv 14), Panic Boost (Lv 15), Bewilder (Lv 17)

OSE

ARCANA **Fool**

Restrictions: -
Inherit Type: All **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	Weak	-	-	-	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	20	13	15	14	11
	Increase Ratio	10	10	10	10	10

COST **¥17987**

LVL **22**

Skills Evil Touch (-), Agilao (-), Poison Mist (Lv 23), Dodge Slash (Lv 24), Poison Boost (Lv 25)

BLACK FROST

ARCANA **Fool**

Restrictions: Cross Spread
Inherit Type: All **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	Block	-	-	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	23	25	22	22	25
	Increase Ratio	10	10	10	10	10

COST **¥43067**

LVL **34**

Skills Mudo (-), Agilao (-), Bufula (-), Marakunda (Lv 35), Trafuri (Lv 34), Matarukaja (Lv 40)

DECARABIA

ARCANA **Fool**

Restrictions: -
Inherit Type: All **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	25	35	25	26	28
	Increase Ratio	10	10	10	10	10

COST **¥59963**

LVL **44**

Skills Stagnant Air (-), Matarunda (-), Megido (-), Evade Ice (Lv 46), Marakukaja (Lv 48), Resist Ice (Lv 50)

LOKI

ARCANA **Fool**

Restrictions: -
Inherit Type: All **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Resist	-	Drain	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	40	42	29	41	20
	Increase Ratio	10	10	10	10	10

COST **¥90752**

LVL **55**

Skills Apt Pupil (-), Garudyne (-), Bufudyne (-), Stagnant Air (Lv 58), Null Fire (Lv 60), Repel Fire (Lv 62)

ARCANA **Fool**

SUSANO-O

Restrictions: Hexagon Spread, Max Fool S.Link
Inherit Type: All **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	Resist	-	Weak	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	57	51	53	49	53
	Increase Ratio	10	10	10	10	10

COST ¥209507 LVL 76

Skills: God's Hand (-), Tetrakarn (-), Fast Retreat (-), Vorpal Blade (Lv 79), Regenerate 3 (Lv 81), Enduring Soul (Lv 83)

ARCANA **Magician**

NEKOMATA

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	4	6	5	3	4
	Increase Ratio	10	20	10	15	10

COST ¥3452 LVL 5

Skills: Agi (-), Cleave (-), Provoke (Lv 6), Re Patra (Lv 7), Maragi (Lv 10)

ARCANA **Magician**

JACK FROST

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** Frost Cap

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	5	8	8	4	6
	Increase Ratio	10	20	10	15	10

COST ¥4883 LVL 8

Skills: Bufu (-), Pulinpa (-), Re Patra (-), Sonic Punch (Lv 10), Ice Boost (Lv 11), Mabufu (Lv 13)

ARCANA **Magician**

PYRO JACK

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** Indigo Cape

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	7	14	9	8	11
	Increase Ratio	10	20	10	15	10

COST ¥9203 LVL 14

Skills: Agi (-), Sukunda (-), Maragi (-), Provoke (Lv 15), Rage Boost (Lv 17), Agilao (Lv 19)

ARCANA **Magician**

SATI

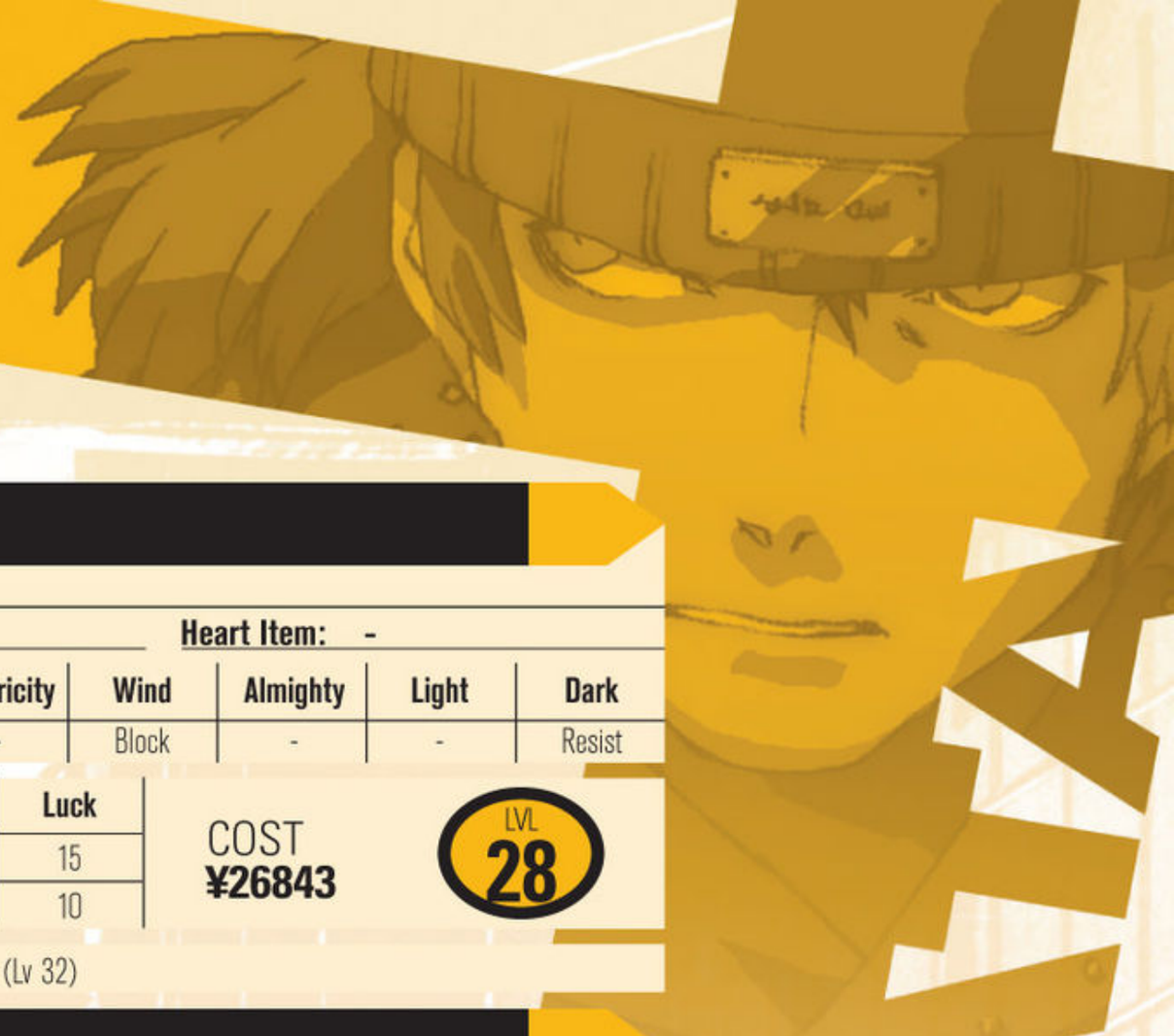
Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	10	19	10	13	15
	Increase Ratio	10	20	10	15	10

COST ¥15467 LVL 20

Skills: Maragi (-), Media (-), Agilao (Lv 23), Enradi (Lv 24), Trafuri (Lv 25)



OROBAS

ARCANA **Magician**

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	-	Block	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	18	22	17	19	15
	Increase Ratio	10	20	10	15	10

COST **¥26843** LVL **28**

Skills Garula (-), Sharp Student (-), Wind Break (Lv 30), Trafuri (Lv 31), Wind Boost (Lv 32)

RANGDA

ARCANA **Magician**

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Repel	-	Resist	Weak	Weak	-	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	25	35	24	22	21
	Increase Ratio	10	20	10	15	10

COST **¥50387** LVL **40**

Skills Agilao (-), Zan-ei (-), Matarunda (Lv 42), Dodge Ice (Lv 44), Agidyne (Lv 46)

SURT

ARCANA **Magician**

Restrictions: Max Magician S.Link
Inherit Type: Fire **Shuffle?:** No **Heart Item:** Blazing Flame

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Drain	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	39	48	33	25	30
	Increase Ratio	10	20	10	15	10

COST **¥93875** LVL **50**

Skills Agidyne (-), Deathbound (-), Fire Boost (-), Maragidyne (Lv 52), Ragnarok (Lv 56), Fire Amp (Lv 57)

APSARAS

ARCANA **Priestess**

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	-	-	-	Resist	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	3	4	3	2	4
	Increase Ratio	10	20	10	10	15

COST **¥2768** LVL **3**

Skills Bufu (-), Posumudi (Lv 4), Sukunda (Lv 5)

UNICORN

ARCANA **Priestess**

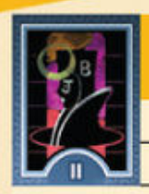
Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** Alicorn

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	Block	-	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	7	10	8	9	6
	Increase Ratio	10	20	10	10	15

COST **¥6800** LVL **11**

Skills Dia (-), Hama (-), Poisma (-), Dodge Pierce (Lv 12), Enradi (Lv 13), Auto-Rakukaja (Lv 15)



ARCANA **Priestess**

SARASVATI

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	9	17	9	12	14
	Increase Ratio	10	20	10	10	15

COST **¥13163** LVL **18**

Skills Mabufu (-), Posumudi (-), Charmdi (-), Ice Boost (Lv 20), Bufula (Lv 22), Me Patra (Lv 23)

ARCANA **Priestess**

GANGA

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	12	22	16	17	18
	Increase Ratio	10	20	10	10	15

COST **¥23675** LVL **26**

Skills Mabufu (-), Charmdi (-), Media (-), Bufula (Lv 27), Tentarafoo (Lv 28), Diarama (Lv 30), Panic Boost (Lv 31)

ARCANA **Priestess**

PARVATI

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	17	29	18	20	28
	Increase Ratio	10	20	10	10	15

COST **¥39632** LVL **35**

Skills Charmdi (-), Diarama (-), Marakukaja (Lv 36), Mabufula (Lv 38), Diarahan (Lv 40), Dodge Fire (Lv 41)

ARCANA **Priestess**

KIKURI-HIME

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	41	25	26	30
	Increase Ratio	10	20	10	10	15

COST **¥67712** LVL **47**

Skills Mediarama (-), Invigorate 1 (-), Maragion (-), Cool Breeze (Lv 50), Resist Ice (Lv 52), Fire Amp (Lv 53)

ARCANA **Priestess**

SCATHACH

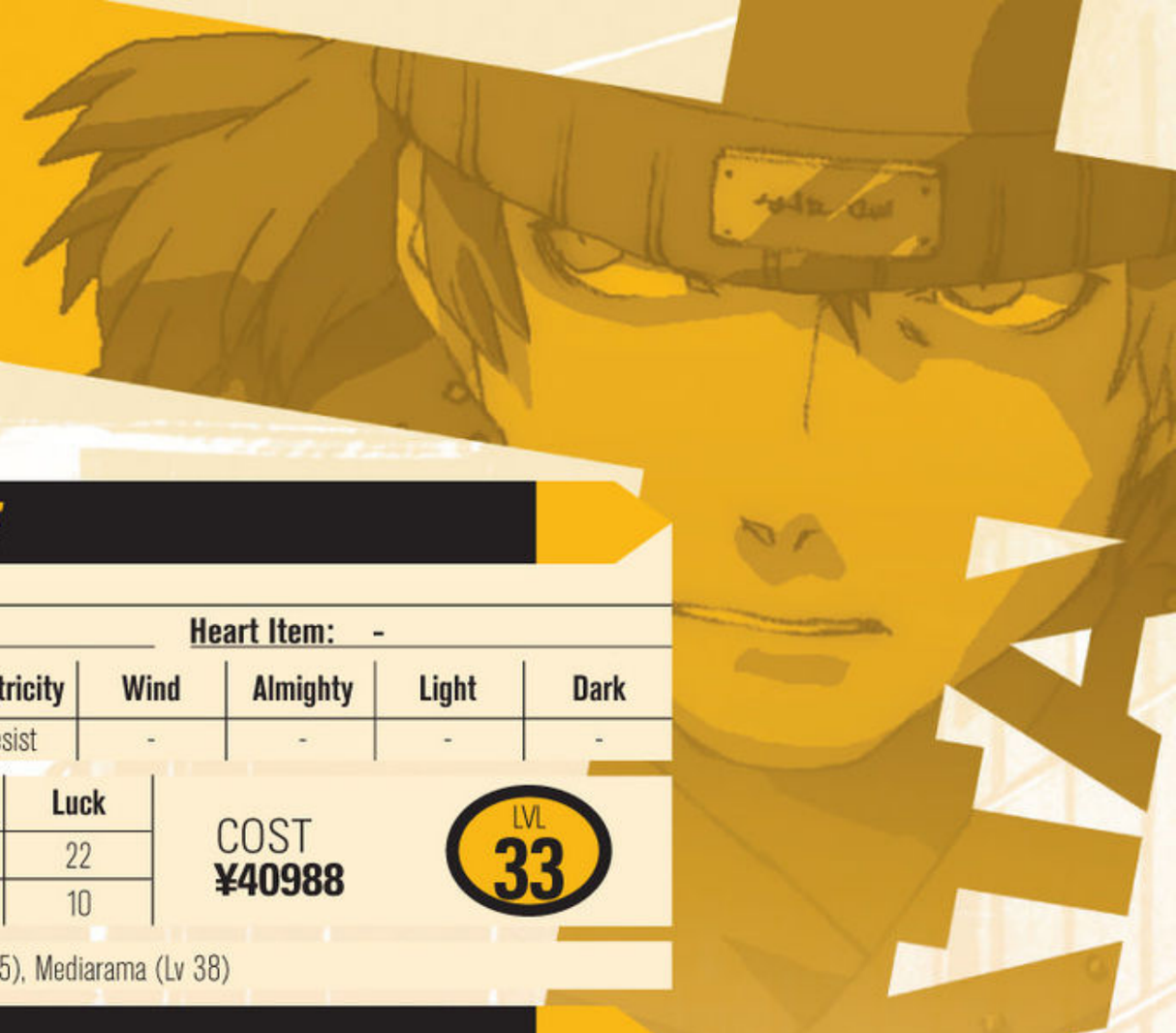
Restrictions: Max Priestess S.Link
Inherit Type: Pierce **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Resist	Weak	Resist	-	Resist	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	49	50	26	46	38
	Increase Ratio	10	20	10	10	15

COST **¥133043** LVL **60**

Skills Arrow Rain (-), Mabufudyne (-), Amrita (Lv 62), Magarudyne (Lv 63), Power Charge (Lv 65), Invigorate 3 (Lv 68)



LEANAN SIDHE

ARCANA **Empress**

Restrictions: -
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	19	29	20	24	22
	Increase Ratio	10	20	10	15	10

COST **¥40988**

LVL **33**

Skills Media (-), Me Patra (-), Diarama (-), Sexy Dance (Lv 34), Charm Boost (Lv 35), Mediarama (Lv 38)

LAKSMI

ARCANA **Empress**

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	25	39	24	28	32
	Increase Ratio	10	20	10	15	10

COST **¥67712**

LVL **47**

Skills Mabufula (-), Diarahan (-), Ice Break (Lv 49), Bufudyne (Lv 51), Null Dark (Lv 52), Resist Fire (Lv 53), Amrita (Lv 54)

HARITI

ARCANA **Empress**

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Repel	-	-	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	35	41	31	35	36
	Increase Ratio	10	20	10	15	10

COST **¥97052**

LVL **57**

Skills Diarahan (-), Bufudyne (-), Marakukaja (-), Mediarahan (Lv 59), Arrow Rain (Lv 60), Samarecarm (Lv 61), Auto-Masuku (Lv 62)

GABRIEL

ARCANA **Empress**

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** Frozen Stone

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Repel	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	39	45	31	40	38
	Increase Ratio	10	20	10	15	10

COST **¥113747**

LVL **62**

Skills Bufudyne (-), Mahamaon (-), Hama Boost (-), Mabufudyne (Lv 64), Repel Dark (Lv 66), Myriad Arrows (Lv 68)

MOTHER HARLOT

ARCANA **Empress**

Restrictions: -
Inherit Type: Dark **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	Repel	-	-	-	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	45	52	47	39	48
	Increase Ratio	10	20	10	15	10

COST **¥162083**

LVL **69**

Skills Mamudoon (-), Ziodyne (-), Mudo Boost (Lv 71), Sexy Dance (Lv 72), Ailment Boost (Lv 73), Null Fire (Lv 75)

ARCANA **Empress**

SKADI

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Drain	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	48	48	45	45	46
	Increase Ratio	10	20	10	15	10

COST **¥163472** LVL **75**

Skills Mabufudyne (-), Tetrakarn (-), Ice Amp (-), Akasha Arts (Lv 78), Absorb Fire (Lv 79), Niflheim (Lv 81)

ARCANA **Empress**

ALILAT

Restrictions: Max Empress S.Link
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** Divine Pillar

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	Resist	Resist	-	-	-	-	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	64	61	52	60	53
	Increase Ratio	10	20	10	15	10

COST **¥254300** LVL **84**

Skills Regenerate 3 (-), Makarakarn (-), Mabufudyne (-), Repel Slash (Lv 88), Repel Strike (Lv 89), Repel Pierce (Lv 90)

ARCANA **Emperor**

FORNEUS

Restrictions: -
Inherit Type: Ice **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Resist	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	5	5	8	6	4
	Increase Ratio	15	15	10	10	10

COST **¥4352** LVL **7**

Skills Bufu (-), Bash (-), Tarukaja (-), Auto-Sukukaja (Lv 9), Poisma (Lv 10), Posumudi (Lv 11)

ARCANA **Emperor**

OBERON

Restrictions: -
Inherit Type: Electricity **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	Block	-	-	Resist	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	12	15	9	8	8
	Increase Ratio	15	15	10	10	10

COST **¥10112** LVL **15**

Skills Zio (-), Media (-), Mazio (Lv 17), Zan-ei (Lv 18), Zionga (Lv 20)

ARCANA **Emperor**

TAKE-MIKAZUCHI

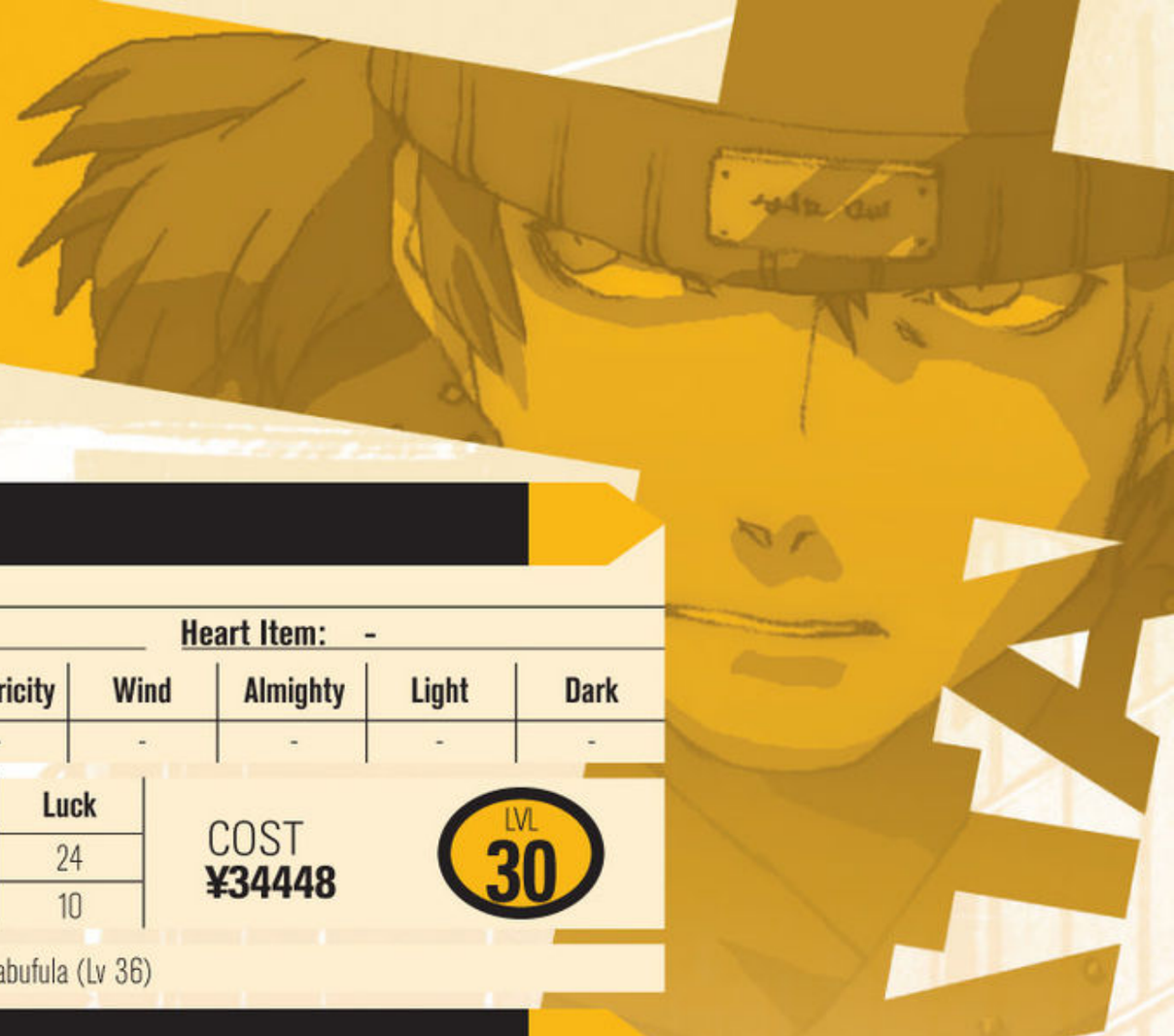
Restrictions: -
Inherit Type: Electricity **Shuffle?:** Yes **Heart Item:** Lightning Armlet

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	-	Weak	Block	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	19	18	13	15	14
	Increase Ratio	15	15	10	10	10

COST **¥20723** LVL **24**

Skills Mazio (-), Pulinpa (-), Auto-Tarukaja (-), Zionga (Lv 26), Getsu-ei (Lv 27), Elec Break (Lv 29), Elec Boost (Lv 30)



KING FROST

ARCANA
Emperor

Restrictions: Complete Request #24
Inherit Type: Ice **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	20	23	22	15	24
	Increase Ratio	15	15	10	10	10

COST ¥34448

LVL 30

Skills Mabufu (-), Bufula (-), Dodge Fire (-), Ice Break (Lv 32), Growth 1 (Lv 33), Mabufula (Lv 36)

RAJA NAGA

ARCANA
Emperor

Restrictions: -
Inherit Type: Pierce **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Resist	Weak	-	Block	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	24	26	23	21	21
	Increase Ratio	15	15	10	10	10

COST ¥41675

LVL 36

Skills Twin Shot (-), Tentarafoo (-), Matarukaja (Lv 37), Torrent Shot (Lv 39), Null Panic (Lv 40), Mazionga (Lv 41), Panic Boost (Lv 42)

KINGU

ARCANA
Emperor

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	Resist	-	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	31	37	30	23	24
	Increase Ratio	15	15	10	10	10

COST ¥65075

LVL 46

Skills Mediarama (-), Evade Fire (-), Virus Breath (Lv 48), Null Poison (Lv 49), Heat Wave (Lv 50), Endure (Lv 52)

BARONG

ARCANA
Emperor

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	Block	-	Block	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	40	36	30	28	29
	Increase Ratio	15	15	10	10	10

COST ¥81707

LVL 52

Skills Heat Wave (-), Counterstrike (-), Null Poison (-), Virus Breath (Lv 54), Invigorate 2 (Lv 55), Auto-Maraku (Lv 56), Endure Dark (Lv 57)

ODIN

ARCANA
Emperor

Restrictions: Max Emperor S.Link
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** Draupnir

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Drain	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	39	52	33	36	39
	Increase Ratio	15	15	10	10	10

COST ¥120803

LVL 57

Skills Ziodyne (-), Vile Assault (-), Maziodyne (-), Elec Amp (Lv 60), Thunder Reign (Lv 63), Spell Master (Lv 65)

OMOIKANE

ARCANA **Hierophant**

Restrictions: -
Inherit Type: Electricity **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	4	7	6	4	7
	Increase Ratio	15	15	15	10	10

COST ¥4352 LVL 7

Skills Zio (-), Dia (-), Enradi (Lv 8), Auto-Rakukaja (Lv 12), Me Patra (Lv 13)

BERITH

ARCANA **Hierophant**

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	Weak	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	11	10	9	7	9
	Increase Ratio	15	15	15	10	10

COST ¥8348 LVL 13

Skills Agi (-), Tarukaja (-), Double Fangs (-), Auto-Tarukaja (Lv 15), Maragi (Lv 16), Rebellion (Lv 17)

FLAUROS

ARCANA **Hierophant**

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** Staunch Anklets

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	18	18	15	12	13
	Increase Ratio	15	15	15	10	10

COST ¥19328 LVL 23

Skills Maragi (-), Double Fangs (-), Auto-Sukukaja (Lv 24), Sharp Student (Lv 25), Getsu-ei (Lv 27), Dodge Wind (Lv 28)

HOKUTO SEIKUN

ARCANA **Hierophant**

Restrictions: -
Inherit Type: Electricity **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	Weak	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	17	26	26	13	16
	Increase Ratio	15	15	15	10	10

COST ¥32000 LVL 31

Skills Zionga (-), Dodge Slash (-), Fatal End (Lv 33), Elec Boost (Lv 34, Null Shock (Lv 35), Elec Break (Lv 36), Apt Pupil (Lv 37)

ANANTA

ARCANA **Hierophant**

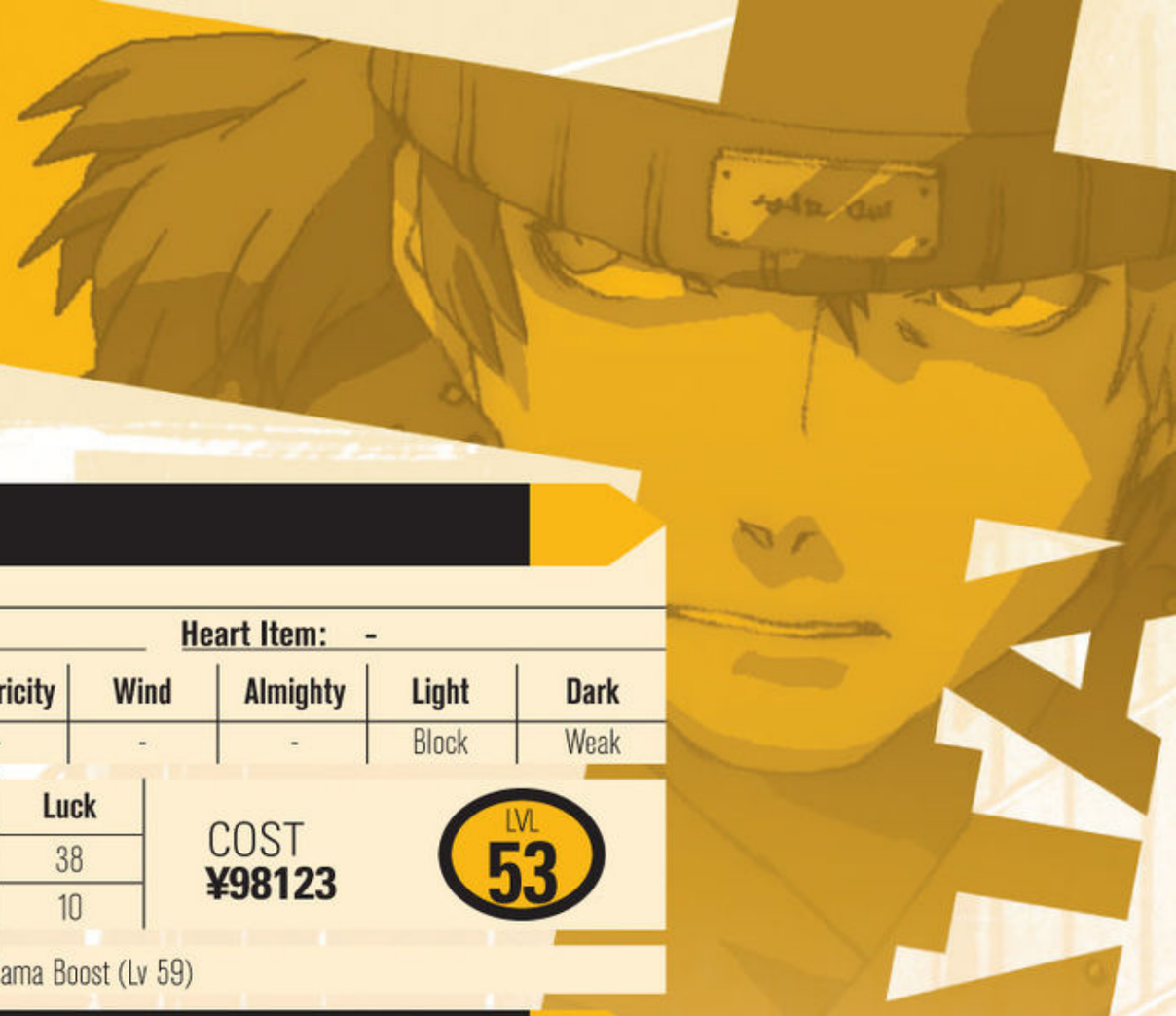
Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Resist	-	Weak	-	Block	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	27	31	32	16	24
	Increase Ratio	15	15	15	10	10

COST ¥52700 LVL 41

Skills Hamaon (-), Dekunda (-), Diarahan (Lv 43), Counterstrike (Lv 44), Evade Pierce (Lv 45), Invigorate 1 (Lv 46)



ARCANA
Hierophant
DAISOUJOU

Restrictions: Pentagon Spread
Inherit Type: Light **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	32	44	36	29	38
	Increase Ratio	15	15	15	10	10

COST ¥98123

LVL 53

Skills Hamaon (-), Diarahan (-), Growth 3 (-), Samsara (Lv 56), Null Dark (Lv 58), Hama Boost (Lv 59)

ARCANA
Hierophant
KOHRYU

Restrictions: Cross Spread, Max Hierophant S.Link
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** Kohryu's Scale

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Block	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	46	48	53	27	38
	Increase Ratio	15	15	15	10	10

COST ¥136832

LVL 61

Skills Samarecarm (-), Maragidyne (-), Weary Thrust (-), Mediarahan (Lv 63), Null Wind (Lv 65), Null Strike (Lv 66), Null Pierce (Lv 68)

ARCANA
Lovers
PIXIE

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	2	3	2	3	3
	Increase Ratio	10	15	10	10	20

COST ¥2507

LVL 2

Skills Dia (-), Rakunda (Lv 3), Pulinpa (Lv 4), Trafuri (Lv 8)

ARCANA
Lovers
NARCISSUS

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** Narcissus Flower

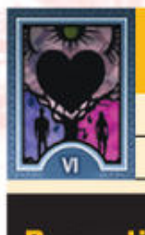
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	-	-	-	Resist	Resist	Resist	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	12	18	9	13	20
	Increase Ratio	10	15	10	10	20

COST ¥17552

LVL 20

Skills Marin Karin (-), Charm Boost (-), Magaru (-), Sexy Dance (Lv 21), Charmdi (Lv 22), Dekunda (Lv 24)



ARCANA
Lovers
QUEEN MAB

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

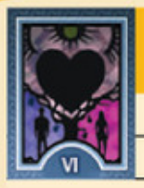
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	-	-	Resist	Resist	Block	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	16	21	16	12	23
	Increase Ratio	10	15	10	10	20

COST ¥25232

LVL 27

Skills Posumudi (-), Dodge Wind (-), Dodge Ice (-), Recarm (Lv 28), Dodge Strike (Lv 29), Dodge Pierce (Lv 32)



ARCANA **Lovers**

SAKI MITAMA

Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Weak	-	Resist	Resist	Resist	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	20	32	20	22	30
	Increase Ratio	10	15	10	10	20

COST **¥48128** LVL **39**

Skills Diarama (-), Zionga (-), Mediarama (Lv 42), Dekunda (Lv 43), Null Charm (Lv 44), Divine Grace (Lv 45)

ARCANA **Lovers**

TITANIA

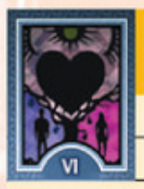
Restrictions: -
Inherit Type: Recovery **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Resist	Weak	Resist	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	22	39	26	31	39
	Increase Ratio	10	15	10	10	20

COST **¥75947** LVL **50**

Skills Mediarama (-), Mind Charge (-), Magarula (-), Bufudyne (Lv 52), Divine Grace (Lv 54), Ice Amp (Lv 56)



ARCANA **Lovers**

RAPHAEL

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Resist	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	44	42	31	31	42
	Increase Ratio	10	15	10	10	20

COST **¥110300** LVL **61**

Skills Deathbound (-), Auto-Maraku (-), Null Charm (-), Mediarahan (Lv 63), Matarukaja (Lv 64), Tempest Slash (Lv 67)

ARCANA **Lovers**

CYBELE

Restrictions: Max Lovers S.Link
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	Resist	-	-	-	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	49	55	40	42	50
	Increase Ratio	10	15	10	10	20

COST **¥169088** LVL **68**

Skills Samarecarm (-), Auto-Maraku (-), Myriad Arrows (-), Megidola (Lv 70), Bow Master (Lv 73), Spell Master (Lv 75)

ARCANA **Chariot**

ARA MITAMA

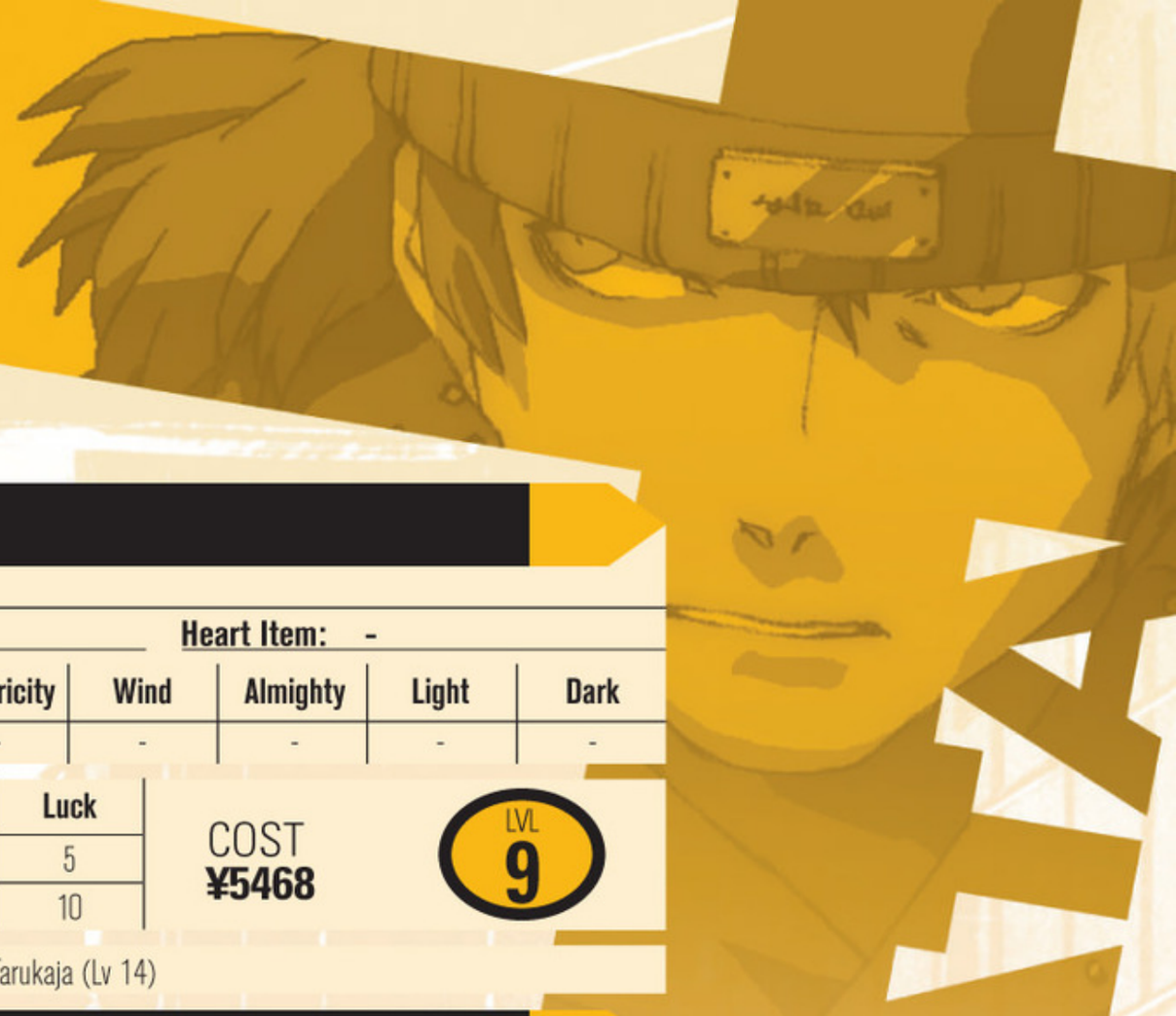
Restrictions: -
Inherit Type: Strike **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	6	4	6	4	5
	Increase Ratio	20	10	15	10	10

COST **¥3875** LVL **6**

Skills Bash (-), Rakukaja (-), Agi (-), Rakunda (Lv 7), Sukukaja (Lv 8), Sharp Student (Lv 12)



CHIMERA

ARCANA Chariot

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	Resist	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	8	4	9	8	5
	Increase Ratio	20	10	15	10	10

COST ¥5468

LVL 9

Skills Cleave (-), Agi (-), Bewilder (-), Sonic Punch (Lv 11), Rakunda (Lv 12), Auto-Tarukaja (Lv 14)

ZOUCHOUTEN

ARCANA Chariot

Restrictions: -
Inherit Type: Strike **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	Resist	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	16	4	13	7	9
	Increase Ratio	20	10	15	10	10

COST ¥9203

LVL 14

Skills Bash (-), Zio (-), Tarukaja (-), Assault Dive (Lv 16), Sharp Student (Lv 18), Auto-Sukukaja (Lv 19)

ARES

ARCANA Chariot

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	Resist	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	17	10	15	9	13
	Increase Ratio	20	10	15	10	10

COST ¥14288

LVL 19

Skills Zan-ei (-), Rakunda (-), Counter (Lv 21), Rebellion (Lv 22), Getsu-ei (Lv 24)

OUMITSUNU

ARCANA Chariot

Restrictions: -
Inherit Type: Strike **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	14	26	11	20
	Increase Ratio	20	10	15	10	10

COST ¥30227

LVL 30

Skills Kill Rush (-), Dodge Pierce (-), Auto-Tarukaja (Lv 31), Counter (Lv 34), Null Rage (Lv 35), Resist Pierce (Lv 36)

NATA TAISHI

ARCANA Chariot

Restrictions: Complete Request #29
Inherit Type: Strike **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	Weak	-	Resist	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	29	19	24	29	26
	Increase Ratio	20	10	15	10	10

COST ¥50387

LVL 37

Skills Swift Strike (-), Masukukaja (-), Regenerate 1 (Lv 38), Counterstrike (Lv 40), Gigantic Fist (Lv 41), Endure Dark (Lv 43)

ARCANA **Chariot**

KOUMOKUTEN

Restrictions: -
Inherit Type: Strike **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	Weak	-	Resist	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	35	24	31	21	25
	Increase Ratio	20	10	15	10	10

COST **¥57488** LVL **43**

Skills Swift Strike (-), Kill Rush (-), Dekaja (-), Counterstrike (Lv 46), Cruel Attack (Lv 47), Regenerate 1 (Lv 48)

ARCANA **Chariot**

THOR

Restrictions: Max Chariot S.Link
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** Lightning Gloves

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Block	-	-	-	Block	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	42	45	34	30	34
	Increase Ratio	20	10	15	10	10

COST **¥104675** LVL **53**

Skills Ziodyne (-), Gigantic Fist (-), High Counter (-), Auto-Mataru (Lv 55), Elec Amp (Lv 59), Heavy Master (Lv 60)

ARCANA **Justice**

ANGEL

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Resist	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	4	5	3	4	3
	Increase Ratio	10	15	10	20	10

COST **¥3083** LVL **4**

Skills Garu (-), Patra (-), Sukukaja (Lv 5), Hama (Lv 7), Charmdi (Lv 8)

ARCANA **Justice**

ARCHANGEL

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	-	-	-	Weak	-	Resist	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	8	8	8	7	6
	Increase Ratio	10	15	10	20	10

COST **¥6107** LVL **10**

Skills Hama (-), Sukukaja (-), Cleave (-), Patra (Lv 11), Holy Arrow (Lv 12), Mazio (Lv 13), Sharp Student (Lv 14)

ARCANA **Justice**

PRINCIPALITY

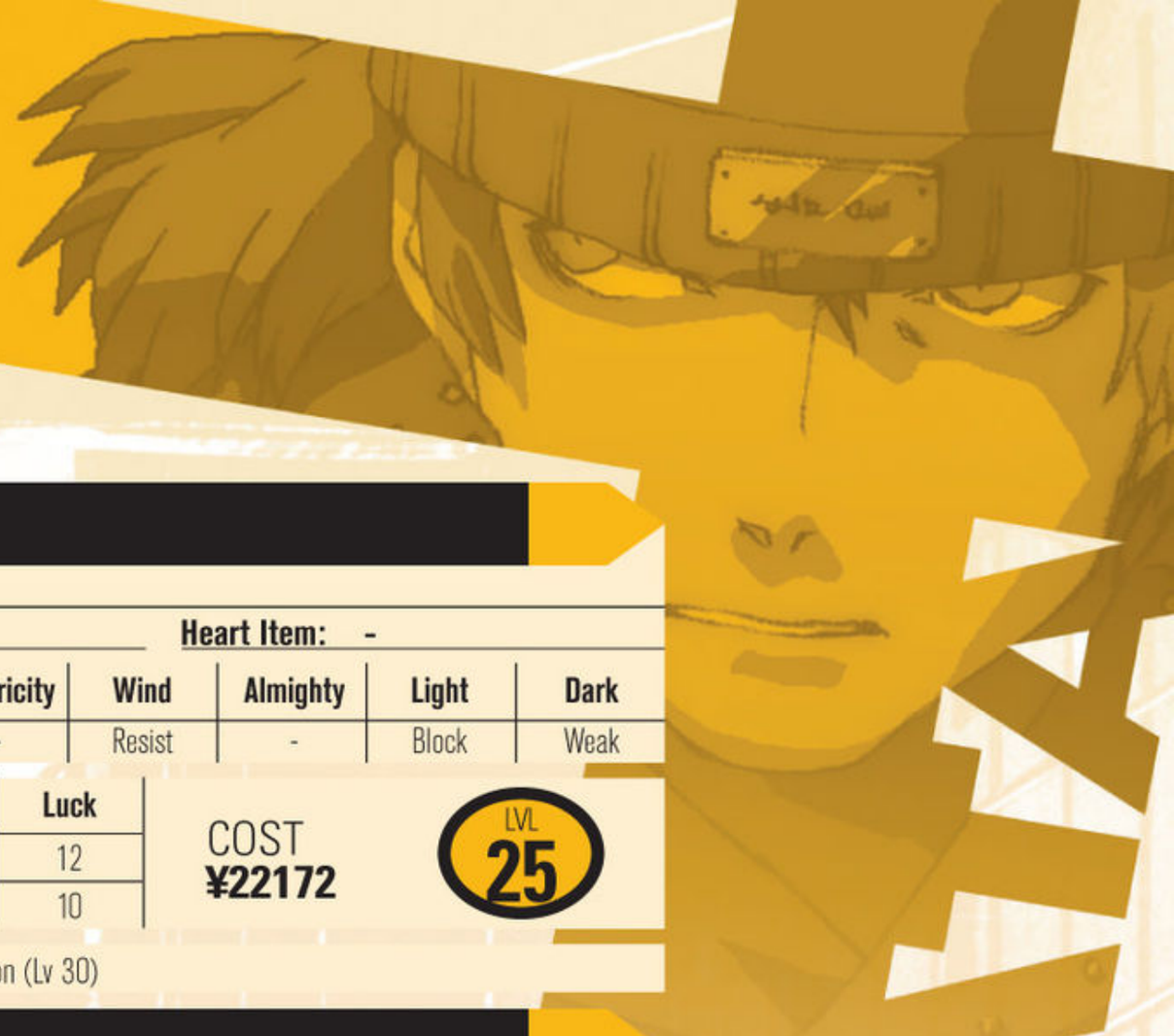
Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	12	13	7	11	12
	Increase Ratio	10	15	10	20	10

COST **¥11075** LVL **16**

Skills Hama (-), Dodge Elec (-), Holy Arrow (-), Media (Lv 18), Recarm (Lv 20), Mahama (Lv 21)



ARCANA Justice — POWER

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	20	19	15	16	12
	Increase Ratio	10	15	10	20	10

COST ¥22172 — LVL 25

Skills Hama (-), Magaru (-), Mahama (-), Zan-ei (Lv 27), Me Patra (Lv 28), Revolution (Lv 30)

ARCANA Justice — VIRTUE

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	22	23	15	20	23
	Increase Ratio	10	15	10	20	10

COST ¥33827 — LVL 32

Skills Mahama (-), Infuriate (-), Survive Dark (Lv 34), Hamaon (Lv 36), Rage Boost (Lv 37), Endure Dark (Lv 39)

ARCANA Justice — DOMINION

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	28	33	24	25	23
	Increase Ratio	10	15	10	20	10

COST ¥55067 — LVL 42

Skills Hamaon (-), Infuriate (-), Endure Dark (Lv 45), Hama Boost (Lv 46), Mazionga (Lv 47), Resist Dark (Lv 49)

ARCANA Justice — THRONE

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	35	32	26	34	33
	Increase Ratio	10	15	10	20	10

COST ¥78800 — LVL 51

Skills Hamaon (-), Hama Boost (-), Mahamaon (-), Recarmdra (Lv 53), Mediarahan (Lv 55), Resist Dark (Lv 57)

ARCANA Justice — MELCHIZEDEK

Restrictions: Max Justice S.Link
Inherit Type: Light **Shuffle?:** No **Heart Item:** Radiant Halo

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	50	46	43	36	31
	Increase Ratio	10	15	10	20	10

COST ¥129308 — LVL 59

Skills Mahamaon (-), Mediarahan (-), Gigantic Fist (-), Auto-Mataru (Lv 60), Weary Thrust (Lv 64), Repel Dark (Lv 65), God's Hand (Lv 69)

ARCANA
Hermit

YOMOTSU SHIKOME

Restrictions: -
Inherit Type: Dark **Shuffle?:** Yes **Heart Item:** -

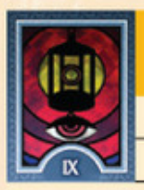
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	3	8	9	10	4
	Increase Ratio	10	15	10	20	10

COST ¥5468

LVL 9

Skills Evil Touch (-), Tarunda (-), Bufu (-), Auto-Tarukaja (Lv 11), Mudo (Lv 13), Magaru (Lv 14)



ARCANA
Hermit

NAGA

Restrictions: -
Inherit Type: Pierce **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	16	10	12	14	8
	Increase Ratio	10	15	10	20	10

COST ¥12092

LVL 17

Skills Double Fangs (-), Rakukaja (-), Bewilder (-), Mazio (Lv 19), Dodge Pierce (Lv 21), Eerie Sound (Lv 22)

ARCANA
Hermit

LAMIA

Restrictions: -
Inherit Type: Dark **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Weak	-	Block	Resist	-	Resist	-	-	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	15	20	12	18	17
	Increase Ratio	10	15	10	20	10

COST ¥22172

LVL 25

Skills Bewilder (-), Agilao (-), Raging Tiger (-), Mamudo (Lv 26), Poison Mist (Lv 28), Stagnant Air (Lv 29)

ARCANA
Hermit

TARAKA

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	23	21	18	25	16
	Increase Ratio	10	15	10	20	10

COST ¥33827

LVL 32

Skills Getsu-ei (-), Eerie Sound (-), Tarukaja (-), Mighty Swing (Lv 35), Distress Boost (Lv 36), Fatal End (Lv 37)

ARCANA
Hermit

KURAMA TENGU

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** Yes **Heart Item:** -

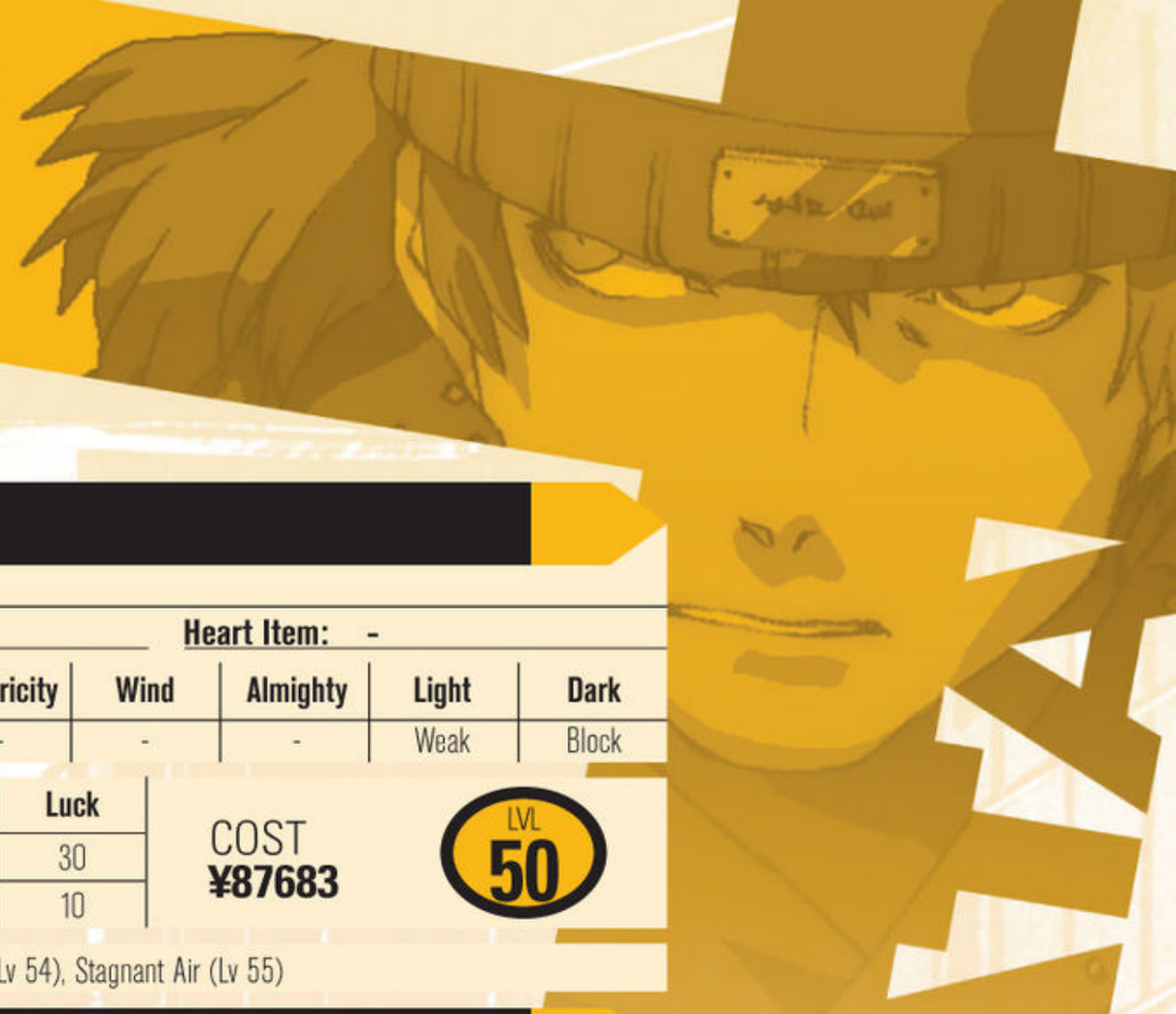
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Block	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	27	29	30	18
	Increase Ratio	10	15	10	20	10

COST ¥52700

LVL 41

Skills Tentarafoo (-), Masukunda (-), Growth 1 (-), Growth 2 (Lv 43), Cruel Attack (Lv 45), Resist Elec (Lv 47)



NEBIROS

ARCANA **Hermit**

Restrictions: Complete Request #42
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	31	42	32	34	30
	Increase Ratio	10	15	10	20	10

COST **¥87683**

LVL **50**

Skills Evil Smile (-), Megido (-), Ghastly Wail (Lv 52), Mudoon (Lv 53), Fear Boost (Lv 54), Stagnant Air (Lv 55)

ARAHABAKI

ARCANA **Hermit**

Restrictions: Cross Spread, Max Hermit S.Link
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Weak	-	Block	-	Resist	-	-	Block	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	38	46	47	28	30
	Increase Ratio	10	15	10	20	10

COST **¥109163**

LVL **54**

Skills Virus Breath (-), Heat Wave (-), Auto-Maraku (-), Alertness (Lv 56), Tetrakarn (Lv 58), Repel Ice (Lv 60), Null Strike (Lv 61)

FORTUNA

ARCANA **Fortune**

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** Ring of Serenity

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	-	Resist	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	9	14	10	15	10
	Increase Ratio	10	20	10	10	15

COST **¥12092**

LVL **17**

Skills Garu (-), Bufu (-), Dodge Wind (-), Magaru (Lv 18), Rakukaja (Lv 19), Wind Boost (Lv 22)

KUSI MITAMA

ARCANA **Fortune**

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	Block	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	13	20	11	14	18
	Increase Ratio	10	20	10	10	15

COST **¥19328**

LVL **23**

Skills Garu (-), Magaru (-), Re Patra (-), Garula (Lv 26), Auto-Rakukaja (Lv 27), Wind Boost (Lv 28)

CLOTHO

ARCANA **Fortune**

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	-	Block	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	17	26	19	18	26
	Increase Ratio	10	20	10	10	15

COST **¥35708**

LVL **33**

Skills Magaru (-), Garula (-), Charmdi (-), Null Distress (Lv 35), Me Patra (Lv 36), Wind Boost (Lv 38)

ARCANA **Fortune**

LACHESIS

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Block	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	36	19	31	30
	Increase Ratio	10	20	10	10	15

COST ¥62492 LVL 45

Skills Recarm (-), Garula (-), Masukukaja (-), Dodge Elec (Lv 47), Magarula (Lv 50), Evade Elec (Lv 51)

ARCANA **Fortune**

ATROPOS

Restrictions: -
Inherit Type: Wind **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Block	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	45	27	31	40
	Increase Ratio	10	20	10	10	15

COST ¥87683 LVL 54

Skills Magarula (-), Wind Boost (-), Mind Charge (Lv 57), Garudyne (Lv 58), Resist Elec (Lv 59), Wind Amp (Lv 60)

ARCANA **Fortune**

NORN

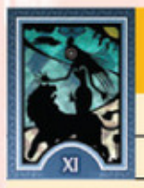
Restrictions: Fuse Clotho + Lachesis + Atropos, Max Fortune S.Link
Inherit Type: Wind **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Drain	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	40	54	32	46	44
	Increase Ratio	10	20	10	10	15

COST ¥161968 LVL 62

Skills Magarudyne (-), Wind Amp (-), Panta Rhei (-), Regenerate 3 (Lv 66), Invigorate 3 (Lv 67), Absorb Elec (Lv 69)



ARCANA **Strength**

VALKYRIE

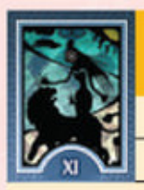
Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	Weak	-	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	11	8	9	10	8
	Increase Ratio	20	10	15	10	10

COST ¥8348 LVL 13

Skills Cleave (-), Dodge Slash (-), Mabufu (Lv 15), Auto-Sukukaja (Lv 16), Getsu-ei (Lv 17)



ARCANA **Strength**

TITAN

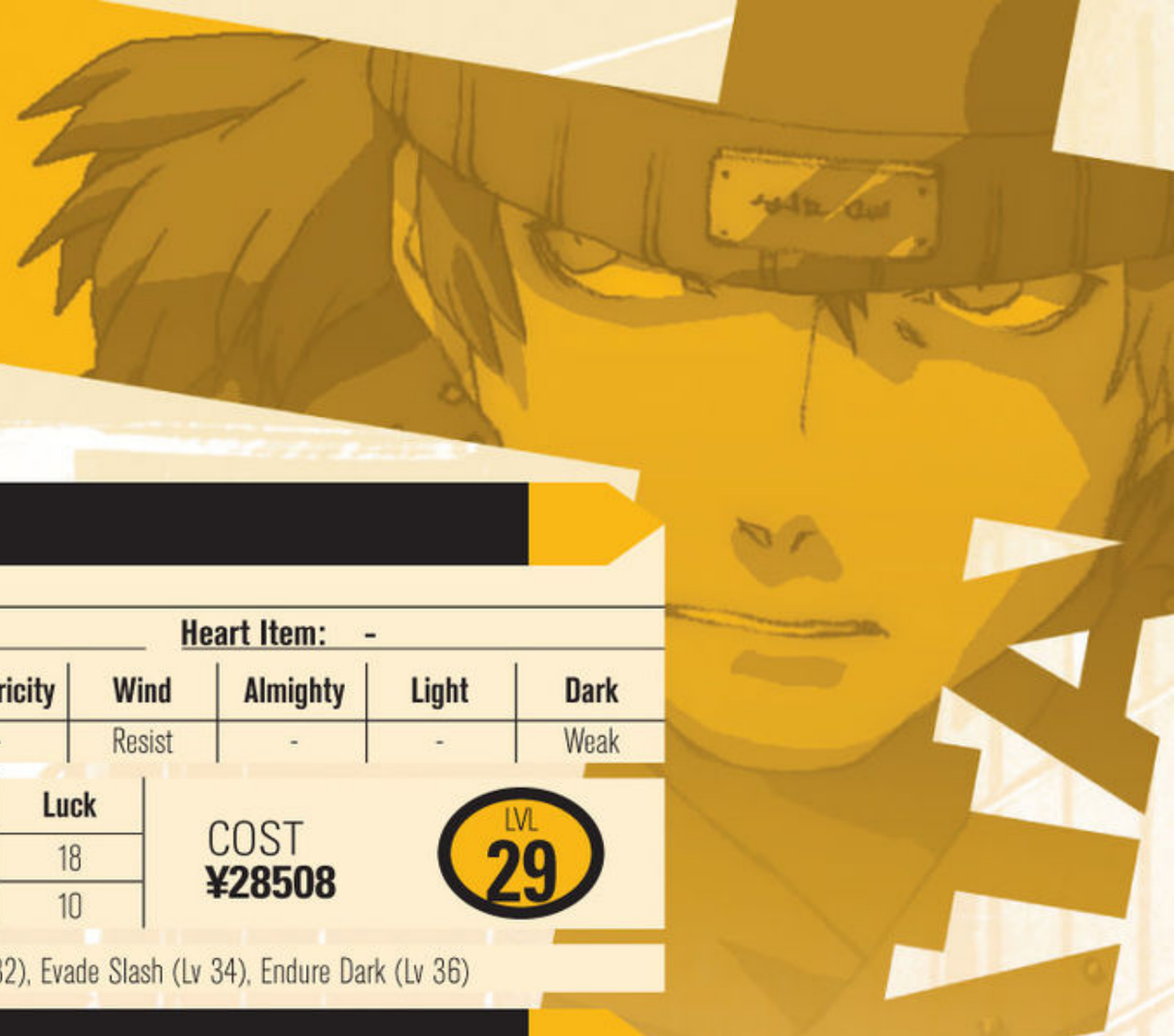
Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** Spirit Bracers

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	Weak	-	-	-	-	-	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	19	10	16	11	14
	Increase Ratio	20	10	15	10	10

COST ¥16700 LVL 21

Skills Zan-ei (-), Rebellion (-), Mudo (-), Kill Rush (Lv 23), Dodge Slash (Lv 24), Swift Strike (Lv 27)



JIKOKUTEN

ARCANA **Strength**

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	-	-	-	-	Resist	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	24	19	19	14	18
	Increase Ratio	20	10	15	10	10

COST **¥28508**

LVL **29**

Skills Zan-ei (-), Sukunda (-), Auto-Sukukaja (-), Revolution (Lv 31), Survive Dark (32), Evade Slash (Lv 34), Endure Dark (Lv 36)

HANUMAN

ARCANA **Strength**

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	Weak	Resist	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	23	20	22	27
	Increase Ratio	20	10	15	10	10

COST **¥43772**

LVL **37**

Skills Getsu-ei (-), Counter (-), Recarm (-), Fatal End (Lv 38), Evade Slash (Lv 41), Blade of Fury (Lv 43), Resist Slash (Lv 44)

NARASIMHA

ARCANA **Strength**

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	-	-	-	-	-	Weak	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	36	27	28	28	26
	Increase Ratio	20	10	15	10	10

COST **¥65075**

LVL **46**

Skills Fatal End (-), Evade Wind (-), Power Charge (Lv 48), Counterstrike (Lv 49), Blade of Fury (Lv 51)

KALI

ARCANA **Strength**

Restrictions: -
Inherit Type: Slash **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	-	-	-	-	-	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	38	27	30	31	28
	Increase Ratio	20	10	15	10	10

COST **¥73148**

LVL **49**

Skills Mighty Swing (-), Apt Pupil (-), Marakunda (-), Blade of Fury (Lv 51), Revolution (Lv 53), High Counter (Lv 54)

SIEGFRIED

ARCANA **Strength**

Restrictions: Max Strength S.Link
Inherit Type: Slash **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	-	-	-	-	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	46	39	38	37	32
	Increase Ratio	20	10	15	10	10

COST **¥112592**

LVL **55**

Skills Deathbound (-), Power Charge (-), Auto-Masuku (-), High Counter (Lv 58), Regenerate 3 (Lv 61), 2hSwd Master (Lv 62)

ARCANA
Hanged Man NUGAMI

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	6	11	10	6	4
	Increase Ratio	10	15	20	10	10

COST ¥6107 LVL 10

Skills Poisma (-), Assault Dive (-), Zio (-), Poison Boost (Lv 11), Media (Lv 13), Foul Breath (Lv 14)

ARCANA
Hanged Man TAKE-MINAKATA

Restrictions: -
Inherit Type: Electricity **Shuffle?:** Yes **Heart Item:** Lightning Armlet

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	Resist	-	-	Weak	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	16	16	19	10	9
	Increase Ratio	10	15	20	10	10

COST ¥16700 LVL 21

Skills Zio (-), Mazio (-), Tarunda (-), Auto-Rakukaja (Lv 22), Dodge Strike (Lv 24), Dekaja (Lv 26)

ARCANA
Hanged Man ORTHRUS

Restrictions: -
Inherit Type: Fire **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	22	14	20	21	14
	Increase Ratio	10	15	20	10	10

COST ¥26843 LVL 28

Skills Agilao (-), Getsu-ei (-), Counter (-), Dodge Ice (Lv 30), Fire Boost (Lv 31), Mighty Swing (Lv 33)

ARCANA
Hanged Man YASUKI

Restrictions: -
Inherit Type: Light **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Weak	-	Block	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	27	27	30	19	18
	Increase Ratio	10	15	20	10	10

COST ¥45923 LVL 38

Skills Mahama (-), Twin Shot (-), Recarmdra (Lv 40), Dodge Wind (Lv 41), Counterstrike (Lv 42), Resist Light (Lv 43)

ARCANA
Hanged Man UBELLURIS

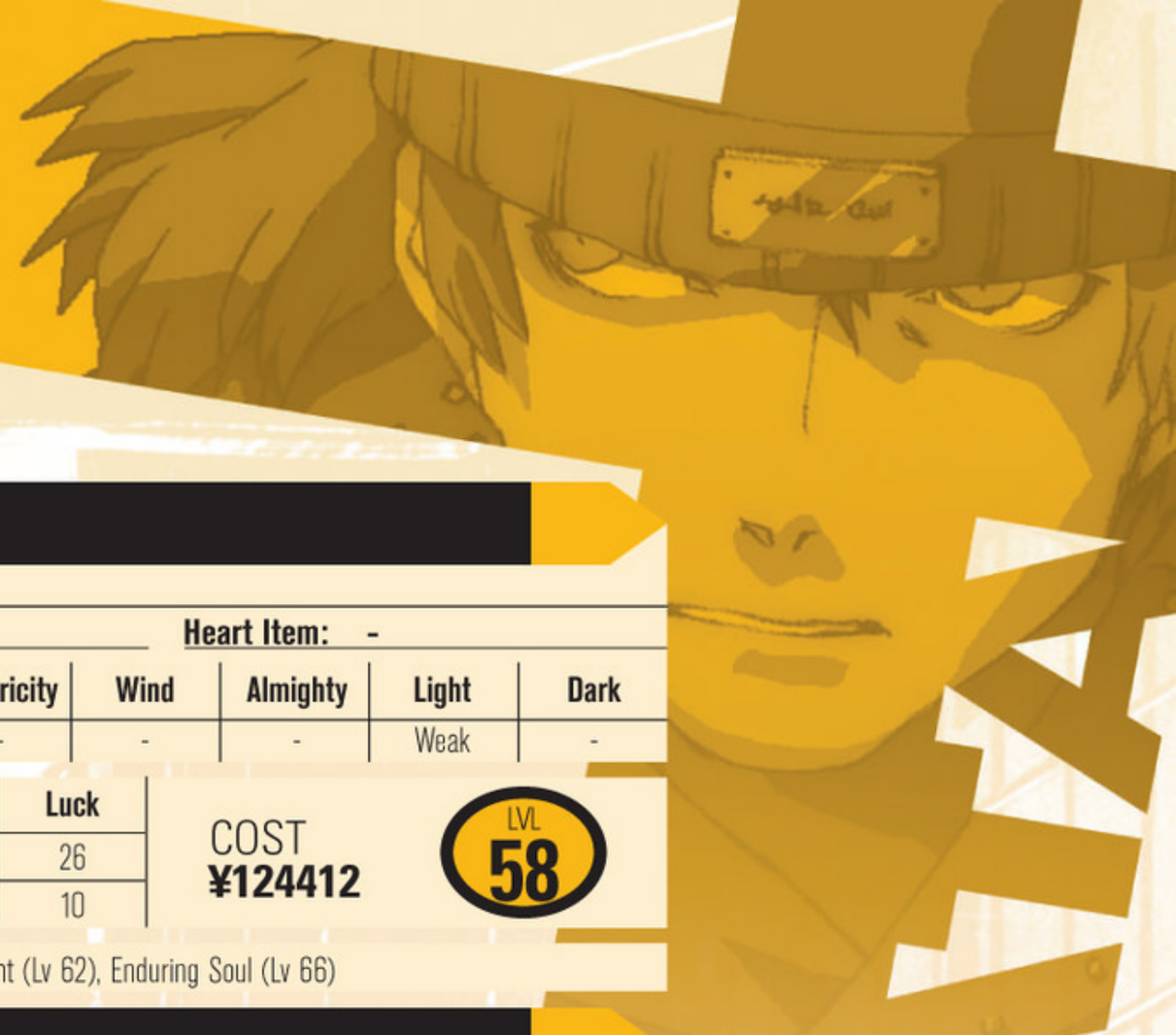
Restrictions: -
Inherit Type: Strike **Shuffle?:** Yes **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	Resist	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	32	29	40	24	26
	Increase Ratio	10	15	20	10	10

COST ¥70403 LVL 48

Skills Kill Rush (-), Recarmdra (-), Null Distress (-), Gigantic Fist (Lv 50), Evade Strike (Lv 52), Raging Tiger (Lv 53), Diarahan (Lv 54)



ATTIS

ARCANA
Hanged Man

Restrictions: Max Hanged Man S.Link
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	Resist	Resist	-	-	-	-	-	Weak	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	40	48	50	38	26
	Increase Ratio	10	15	20	10	10

COST ¥124412

LVL 58

Skills Recarmdra (-), Ghastly Wail (-), Megidola (-), Samarecarm (Lv 61), Repel Light (Lv 62), Enduring Soul (Lv 66)

LOA

ARCANA
Death

Restrictions: -
Inherit Type: Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	12	20	14	12	11
	Increase Ratio	15	20	10	10	10

COST ¥16283

LVL 19

Skills Evil Touch (-), Sukukaja (-), Mudo (-), Life Drain (Lv 22), Fear Boost (Lv 23), Mamudo (Lv 24)

PALE RIDER

ARCANA
Death

Restrictions: Complete Request #8
Inherit Type: Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	20	19	15	19	12
	Increase Ratio	15	20	10	10	10

COST ¥23675

LVL 24

Skills Mudo (-), Zan-ei (-), Mamudo (-), Garula (Lv 25), Counter (Lv 27), Survive Light (Lv 29)

SAMAEL

ARCANA
Death

Restrictions: -
Inherit Type: Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	25	29	25	19	22
	Increase Ratio	15	20	10	10	10

COST ¥45200

LVL 35

Skills Mamudo (-), Masukunda (-), Megido (Lv 38), Dekunda (Lv 39), Mudoon (Lv 40), Ghastly Wail (Lv 41)

MOT

ARCANA
Death

Restrictions: -
Inherit Type: Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Weak	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	31	37	34	22	29
	Increase Ratio	15	20	10	10	10

COST ¥72227

LVL 45

Skills Mudoon (-), Evil Smile (-), Null Fear (-), Mamudoon (Lv 46), Ghastly Wail (Lv 48), Mudo Boost (Lv 49), Resist Light (Lv 51)

ARCANA
Death

ALICE

Restrictions: Cross Spread
Inherit Type: Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Weak	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	31	50	27	42	39
	Increase Ratio	15	20	10	10	10

COST ¥109163 LVL 56

Skills Evil Touch (-), Spirit Drain (-), Die for Me! (Lv 59), Marakunda (Lv 60), Repel Dark (Lv 61), Mudo Boost (Lv 62)

ARCANA
Death

THANATOS

Restrictions: Pentagon Spread, Max Death S.Link
Inherit Type: Dark **Shuffle?:** No **Heart Item:** Ring of Darkness

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Weak	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	48	51	44	39	40
	Increase Ratio	15	20	10	10	10

COST ¥149852 LVL 64

Skills Evil Smile (-), Tempest Slash (-), Megidola (-), Ghastly Wail (Lv 67), Virus Breath (Lv 69), 1hSwd Master (Lv 71)

ARCANA
Temperance

NIGI MITAMA

Restrictions: -
Inherit Type: Wind **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	-	-	Resist	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	9	8	10	9	10
	Increase Ratio	15	15	15	10	10

COST ¥8348 LVL 12

Skills Garu (-), Patra (-), Posumudi (-), Media (Lv 14), Magaru (Lv 16), Recarm (Lv 18)

ARCANA
Temperance

MITHRA

Restrictions: -
Inherit Type: Light **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Block	Weak	-	-	Block	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	17	20	17	11	13
	Increase Ratio	15	15	15	10	10

COST ¥20252 LVL 22

Skills Hama (-), Double Fangs (-), Mabufu (-), Eerie Sound (Lv 24), Dodge Elec (Lv 25), Counter (Lv 28)

ARCANA
Temperance

GENBU

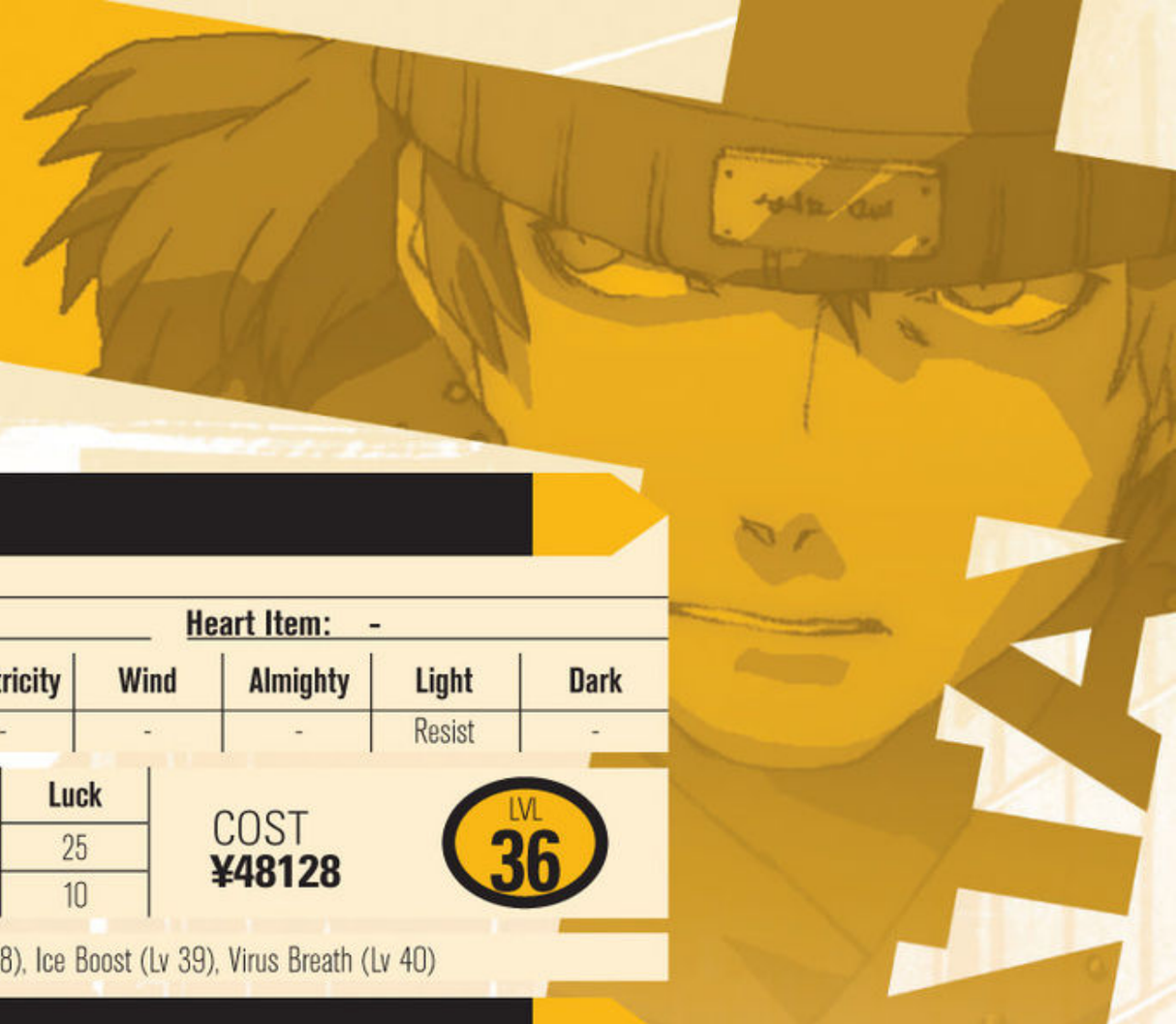
Restrictions: -
Inherit Type: Ice **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	Resist	Weak	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	19	22	26	12	22
	Increase Ratio	15	15	15	10	10

COST ¥32603 LVL 29

Skills Bufula (-), Auto-Rakukaja (-), Swift Strike (Lv 30), Me Patra (Lv 31), Dekunda (Lv 32), Resist Strike (Lv 34)



SEIRYUU

ARCANA **Temperance**

Restrictions: -
Inherit Type: Ice **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	24	27	22	25
	Increase Ratio	15	15	15	10	10

COST **¥48128**

LVL **36**

Skills Bufula (-), Poison Mist (-), Null Freeze (-), Mabufula (Lv 37), Matarunda (Lv 38), Ice Boost (Lv 39), Virus Breath (Lv 40)

OKUNINUSHI

ARCANA **Temperance**

Restrictions: -
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	Weak	-	-	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	33	37	27	26	27
	Increase Ratio	15	15	15	10	10

COST **¥69500**

LVL **44**

Skills Maragion (-), Mighty Swing (-), Agidyne (Lv 46), Fire Boost (Lv 47), Fire Break (Lv 48), Apt Pupil (Lv 49)

SUZAKU

ARCANA **Temperance**

Restrictions: -
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	Block	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	32	39	32	40	29
	Increase Ratio	15	15	15	10	10

COST **¥90752**

LVL **51**

Skills Mazionga (-), Elec Boost (-), Masukukaja (-), Ziodyne (Lv 52), Resist Wind (Lv 55), Maziodyne (Lv 57)

BYAKKO

ARCANA **Temperance**

Restrictions: Max Temperance S.Link
Inherit Type: Slash **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Drain	-	-	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	50	36	33	47	30
	Increase Ratio	15	15	15	10	10

COST **¥117248**

LVL **56**

Skills Deathbound (-), Mabufudyne (-), High Counter (-), Endure (Lv 59), Ice Amp (Lv 60), Fist Master (Lv 63)

LILIM

ARCANA **Devil**

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	-	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	4	10	6	6	7
	Increase Ratio	10	20	10	15	10

COST **¥5267**

LVL **8**

Skills Marin Karin (-), Agi (-), Zio (-), Rakukaja (Lv 9), Mudo (Lv 11), Mazio (Lv 12)

ARCANA **Devil**

VETALA

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	Weak	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	21	16	21	10	17
	Increase Ratio	10	20	10	15	10

COST ¥23675 LVL 24

Skills Tentarafoo (-), Rebellion (-), Kill Rush (-), Dekaja (Lv 26), Foul Breath (Lv 27), Evil Smile (Lv 28)

ARCANA **Devil**

INCUBUS

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	21	30	20	21	25
	Increase Ratio	10	20	10	15	10

COST ¥43067 LVL 34

Skills Life Drain (-), Evil Smile (-), Agilao (-), Maragion (Lv 35), Stagnant Air (Lv 36), Spirit Drain (Lv 37), Fire Break (Lv 38)

ARCANA **Devil**

SUCCUBUS

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	26	46	29	42	33
	Increase Ratio	10	20	10	15	10

COST ¥94928 LVL 54

Skills Sexy Dance (-), Agidyne (-), Fire Break (-), Mudoon (Lv 54), Ailment Boost (Lv 55), Null Light (Lv 57)

ARCANA **Devil**

LILITH

Restrictions: Cross Spread, Complete Request #48
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Drain	Weak	-	Weak	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	39	52	38	40	36
	Increase Ratio	10	20	10	15	10

COST ¥128075 LVL 61

Skills Sexy Dance (-), Maziodyne (-), Makarakarn (-), Megidola (Lv 63), Fast Retreat (Lv 64), Elec Break (Lv 65), Absorb Wind (Lv 67)

ARCANA **Devil**

ABADDON

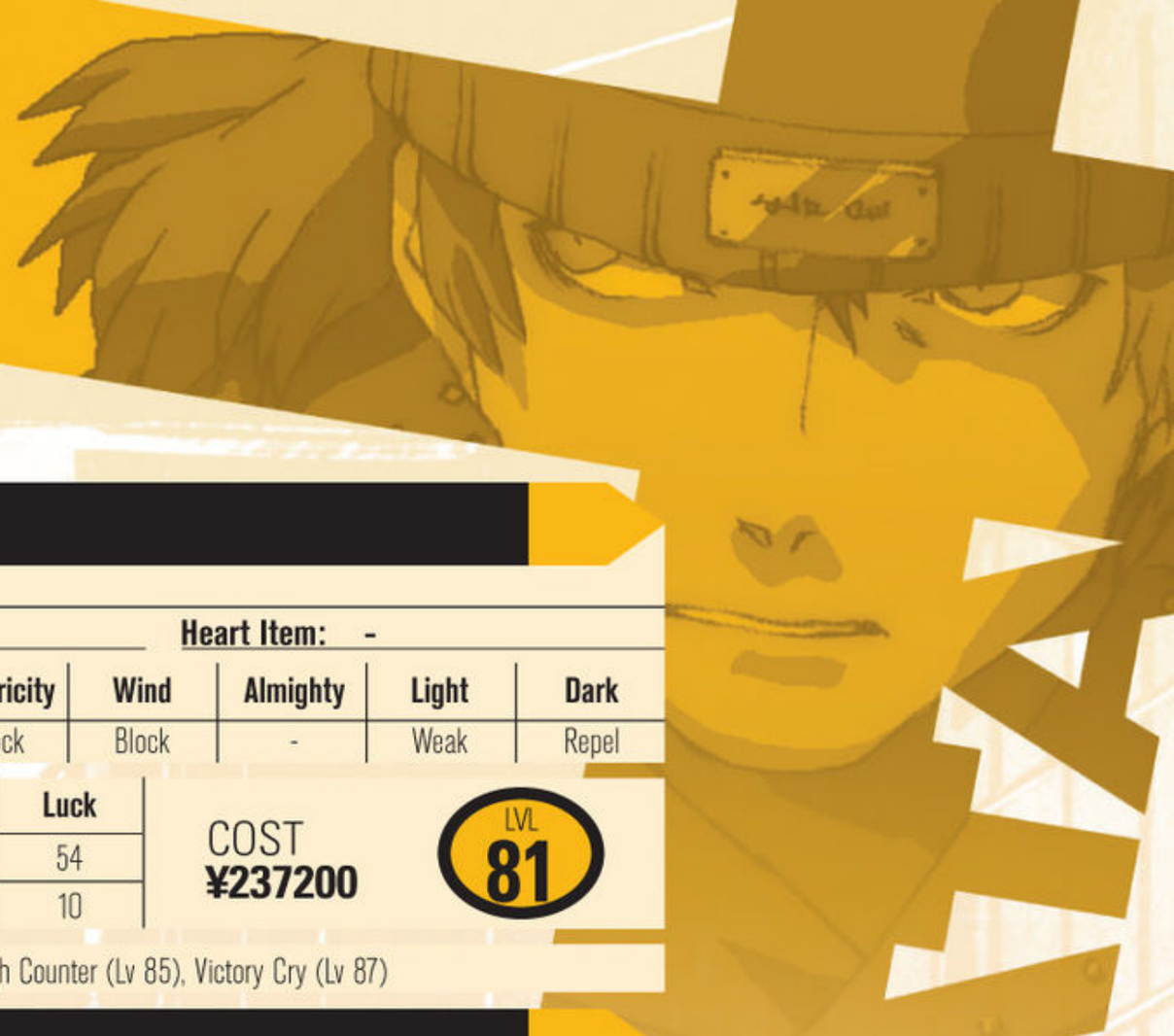
Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** Tome of the Void

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	Weak	-	-	-	Weak	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	49	53	50	35	47
	Increase Ratio	10	20	10	15	10

COST ¥166268 LVL 70

Skills Evil Smile (-), Weary Thrust (-), High Counter (-), Null Strike (Lv 73), Null Slash (Lv 74), Null Pierce (Lv 75), Absorb Strike (Lv 76)



BEELZEBUB

ARCANA Devil

Restrictions: Hexagon Spread, Max Devil S.Link
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Block	-	Weak	-	Block	Block	-	Weak	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	53	62	56	55	54
	Increase Ratio	10	20	10	15	10

COST ¥237200 LVL 81

Skills Magarudyne (-), Makarakarn (-), Primal Force (Lv 83), Maziodyne (Lv 84), High Counter (Lv 85), Victory Cry (Lv 87)

ELIGOR

ARCANA Tower

Restrictions: -
Inherit Type: Pierce **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Resist	Block	Weak	-	-	-	Weak	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	28	19	23	22	18
	Increase Ratio	20	10	15	10	10

COST ¥38300 LVL 31

Skills Twin Shot (-), Revolution (-), Maragion (Lv 32), Dodge Ice (Lv 33), Cruel Attack (Lv 34), Cool Breeze (Lv 37)

CU CHULAINN

ARCANA Tower

Restrictions: -
Inherit Type: Pierce **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Resist	-	-	Resist	-	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	33	28	30	23	25
	Increase Ratio	20	10	15	10	10

COST ¥59963 LVL 40

Skills Torrent Shot (-), Matarukaja (-), Mazionga (Lv 41), Power Charge (Lv 43), Survive Dark (Lv 44), Vile Assault (Lv 45)

URIEL

ARCANA Tower

Restrictions: -
Inherit Type: Light **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Drain	Weak	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	38	43	35	37	32
	Increase Ratio	20	10	15	10	10

COST ¥104675 LVL 54

Skills Mahamaon (-), Agidyne (-), Null Rage (-), Maragidyne (Lv 56), Blade of Fury (Lv 57), High Counter (Lv 58), Fire Amp (Lv 59)

BISHAMONTEN

ARCANA Tower

Restrictions: -
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Block	Block	Weak	-	-	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	47	44	41	34	39
	Increase Ratio	20	10	15	10	10

COST ¥128075 LVL 60

Skills Maragidyne (-), Endure (-), Fire Amp (Lv 62), Diarahan (Lv 64), Akasha Arts (Lv 65), Arms Master (Lv 67)

ARCANA **Tower**

SEITEN TAISEI

Restrictions: -
Inherit Type: Pierce **Shuffle?:** No **Heart Item:** Mystic Rock

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Block	Weak	-	Resist	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	51	38	43	51	45
	Increase Ratio	20	10	15	10	10

COST ¥157952 LVL 67

Skills Arrow Rain (-), Apt Pupil (-), Fast Retreat (-), Weary Thrust (Lv 70), Spear Master (Lv 71), Regenerate 3 (Lv 73)

ARCANA **Tower**

MASAKADO

Restrictions: Cross Spread, Complete Request #52
Inherit Type: Dark **Shuffle?:** No **Heart Item:** Masakado's Hair

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	-	-	-	-	-	-	-	-	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	56	46	52	49	45
	Increase Ratio	20	10	15	10	10

COST ¥186512 LVL 73

Skills Mamudoon (-), Tempest Slash (-), Myriad Arrows (Lv 76), Mudo Boost (Lv 77), Enduring Soul (Lv 81)

ARCANA **Tower**

SHIVA

Restrictions: Fuse Rangda + Barong
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** Rudra Ring

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Block	-	Weak	Drain	-	-	Block	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	60	55	48	59	56
	Increase Ratio	20	10	15	10	10

COST ¥233852 LVL 82

Skills Maziodyne (-), Enduring Soul (-), Sexy Dance (-), Pralaya (Lv 85), Invigorate 3 (Lv 86), Victory Cry (Lv 88)

ARCANA **Tower**

CHI YOU

Restrictions: Max Tower S.Link
Inherit Type: Pierce **Shuffle?:** No **Heart Item:** Barbaric Bracers

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	-	Resist	-	-	Weak	-	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	65	56	62	54	59
	Increase Ratio	20	10	15	10	10

COST ¥264848 LVL 86

Skills Vorpal Blade (-), Invigorate 3 (-), Primal Force (Lv 89), Absorb Strike (Lv 91), Arms Master (Lv 92)

ARCANA **Star**

NANDI

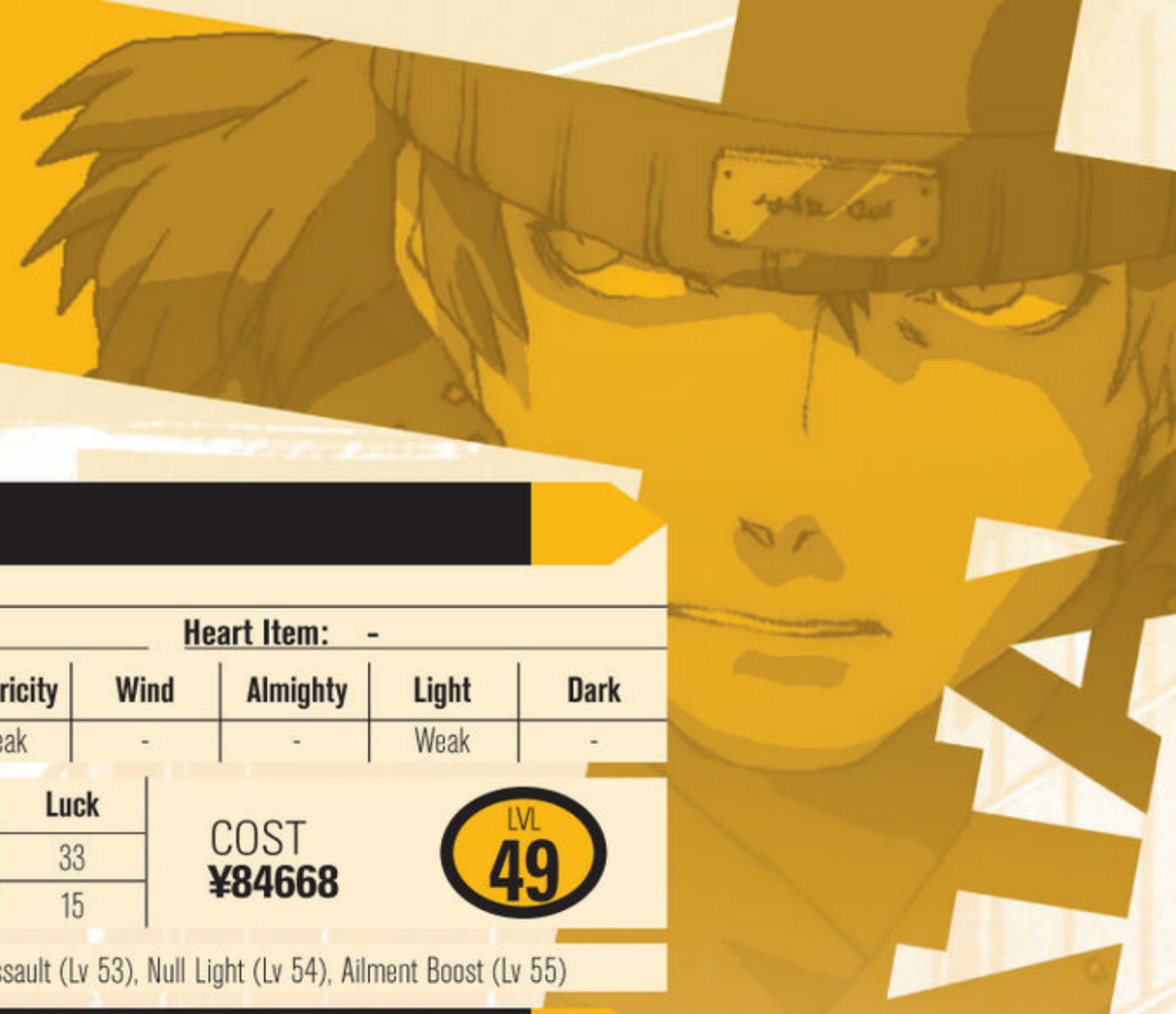
Restrictions: -
Inherit Type: Wind **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	-	-	Block	-	Resist	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	29	26	29	17	32
	Increase Ratio	20	15	10	10	15

COST ¥55067 LVL 39

Skills Magarula (-), Marin Karin (-), Marakukaja (-), Cool Breeze (Lv 41), Garudyne (Lv 43), Dodge Fire (Lv 44)



KAIWAN

ARCANA **Star**

Restrictions: -
Inherit Type: Bad Status **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	Resist	Weak	-	-	Weak	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	35	39	33	26	33
	Increase Ratio	20	15	10	10	15

COST **¥84668**

LVL **49**

Skills Virus Breath (-), Spirit Drain (-), Evade Pierce (-), Invigorate 2 (Lv 51), Vile Assault (Lv 53), Null Light (Lv 54), Ailment Boost (Lv 55)

GANESHA

ARCANA **Star**

Restrictions: -
Inherit Type: Slash **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Drain	-	-	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	49	35	39	32	40
	Increase Ratio	20	15	10	10	15

COST **¥116075**

LVL **58**

Skills Deathbound (-), Power Charge (-), Alertness (-), Magarudyne (Lv 61), High Counter (Lv 62), Wind Amp (Lv 63), Endure (Lv 64)

GARUDA

ARCANA **Star**

Restrictions: -
Inherit Type: Wind **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	Resist	-	-	-	Weak	Resist	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	47	42	35	53	41
	Increase Ratio	20	15	10	10	15

COST **¥144572**

LVL **65**

Skills Magarudyne (-), Mediarama (-), Arrow Rain (-), Amrita (Lv 68), High Counter (Lv 69), Repel Wind (Lv 70)

SATURNUS

ARCANA **Star**

Restrictions: -
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Drain	Weak	-	-	-	Block	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	50	56	42	49	50
	Increase Ratio	20	15	10	10	15

COST **¥185027**

LVL **74**

Skills Maragidyne (-), Fire Amp (-), Evade Ice (Lv 76), Growth 3 (Lv 78), Absorb Ice (Lv 79)

LUCIFER

ARCANA **Star**

Restrictions: Max Star S.Link
Inherit Type: Strike **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	-	Weak	-	-	-	-	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	64	63	61	57	58
	Increase Ratio	20	15	10	10	15

COST **¥277427**

LVL **88**

Skills God's Hand (-), Maragidyne (-), Morning Star (Lv 91), Salvation (Lv 92), Absorb Slash (Lv 93), Victory Cry (Lv 94)

ARCANA **Moon**

GURR

Restrictions: -
Inherit Type: Slash **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	13	9	12	13	9
	Increase Ratio	15	15	10	10	10

COST ¥11408 LVL 15

Skills Getsu-ei (-), Auto-Tarukaja (-), Growth 1 (Lv 17), Raging Tiger (Lv 18), Dodge Strike (Lv 19), Poison Mist (Lv 20)

ARCANA **Moon**

YAMATANO-OROCHI

Restrictions: -
Inherit Type: Strike **Shuffle?:** No **Heart Item:** Serpent's Eye

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	-	-	-	Block	-	Block	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	21	17	21	13	19
	Increase Ratio	15	15	10	10	10

COST ¥26843 LVL 26

Skills Kill Rush (-), Auto-Rakukaja (-), Mabufu (-), Dekaja (Lv 28), Swift Strike (Lv 30), Ice Boost (Lv 31)

ARCANA **Moon**

GIRIMEHKALA

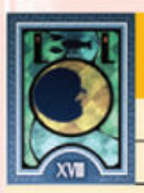
Restrictions: Cross Spread
Inherit Type: Slash **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Repel	-	-	-	-	-	Weak	-	Weak	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	32	30	24	28	29
	Increase Ratio	15	15	10	10	10

COST ¥63347 LVL 42

Skills Mighty Swing (-), Marakunda (-), Virus Breath (Lv 43), Mamudoon (Lv 45), Survive Light (Lv 46), Endure Light (Lv 48)



ARCANA **Moon**

DIONYSUS

Restrictions: -
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Resist	Resist	-	-	-	Resist	Weak	-	-	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	30	41	26	30	36
	Increase Ratio	15	15	10	10	10

COST ¥81707 LVL 48

Skills Mazionga (-), Mind Change (-), Ziodyne (Lv 50), Heat Wave (Lv 51), Resist Wind (Lv 52), Regenerate 2 (Lv 53)

ARCANA **Moon**

CHERNOBOG

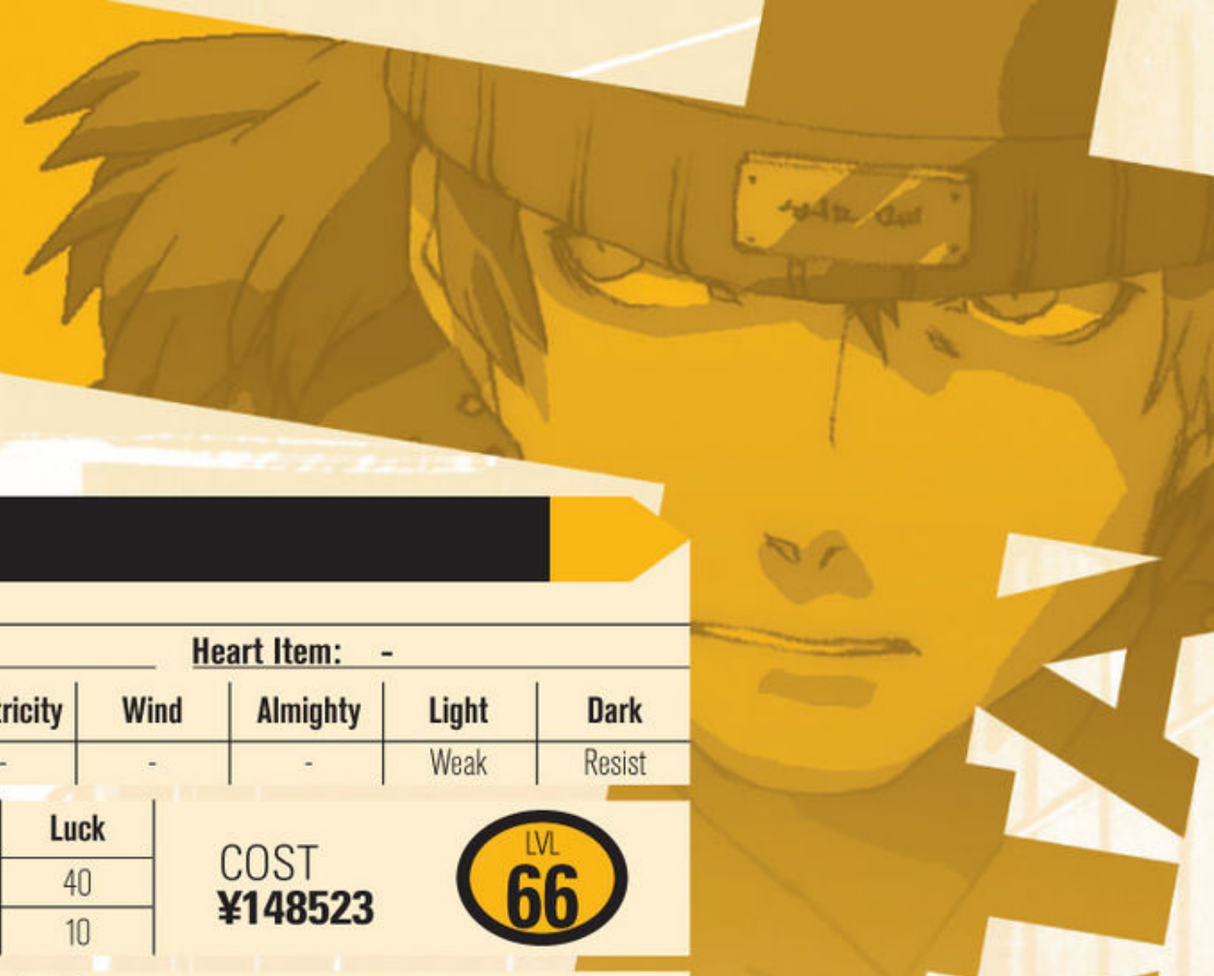
Restrictions: -
Inherit Type: Slash **Shuffle?:** No **Heart Item:** Black God's Rock

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	-	-	-	-	-	Weak	-	-	Block

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	46	47	32	36	34
	Increase Ratio	15	15	10	10	10

COST ¥116075 LVL 58

Skills Blade of Fury (-), Null Slash (-), Deathbound (Lv 60), Repel Wind (Lv 62), Megidola (Lv 63), Invigorate 2 (Lv 64)



SETH

ARCANA **Moon**

Restrictions: -
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Repel	-	-	-	-	Weak	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	48	53	46	34	40
	Increase Ratio	15	15	10	10	10

COST **¥148523** LVL **66**

Skills Agidyne (-), Maragidyne (-), Fire Amp (Lv 68), Fire Break (Lv 69), Repel Light (Lv 71)

SANDALPHON

ARCANA **Moon**

Restrictions: Pentagon Spread, Max Moon S.Link
Inherit Type: Light **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Repel	-

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	52	52	48	45	49
	Increase Ratio	15	15	10	10	10

COST **¥183548** LVL **71**

Skills Mahamaon (-), Hama Boost (-), Makarakarn (-), Regenerate 3, (Lv 75)Salvation (Lv 80)

YATAGARASU

ARCANA **Sun**

Restrictions: -
Inherit Type: Recovery **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	22	23	18	24	19
	Increase Ratio	10	15	10	20	15

COST **¥35708** LVL **30**

Skills Diarama (-), Zan-ei (-), Masukunda (Lv 31), Infuriate (Lv 32), Invigorate 1 (Lv 34), Growth 2 (Lv 37)

QUETZALCOATL

ARCANA **Sun**

Restrictions: -
Inherit Type: Wind **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	Resist	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	28	29	30	32	30
	Increase Ratio	10	15	10	20	15

COST **¥68603** LVL **43**

Skills Magarula (-), Marakukaja (-), Growth 2 (-), Garudyne (Lv 44), Heat Wave (Lv 46), Mahamaon (Lv 47), Wind Boost (Lv 48)

JATAYU

ARCANA **Sun**

Restrictions: -
Inherit Type: Wind **Shuffle?:** No **Heart Item:** Storm Ring

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	Weak	-	Drain	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	35	40	31	44	39
	Increase Ratio	10	15	10	20	15

COST **¥109163** LVL **55**

Skills Garudyne (-), Growth 3 (-), Null Panic (-), Amrita (Lv 57), Repel Elec (Lv 59), Magarudyne (Lv 60)

ARCANA **Sun**

HORUS

Restrictions: -
Inherit Type: Light **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	-	-	-	Block	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	49	50	33	44	39
	Increase Ratio	10	15	10	20	15

COST **¥140675** LVL **63**

Skills Mahamaon (-), Mediarahan (-), Growth 3 (-), Auto-Masuku (Lv 65), Bufudyne (Lv 67), Repel Dark (Lv 68)

ARCANA **Sun**

METATRON

Restrictions: Cross Spread
Inherit Type: Light **Shuffle?:** No **Heart Item:** Book of Enoch

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Resist	-	-	-	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	51	57	50	51	50
	Increase Ratio	10	15	10	20	15

COST **¥203243** LVL **75**

Skills Mahamaon (-), Auto-Mataru (-), Megidolaon (Lv 78), Repel Ice (Lv 79), Repel Elec (Lv 80), Repel Fire (Lv 81)

ARCANA **Sun**

VISHNU

Restrictions: -
Inherit Type: Strike **Shuffle?:** No **Heart Item:** Chakra Ring

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Block	Block	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	53	58	47	56	51
	Increase Ratio	10	15	10	20	15

COST **¥212675** LVL **78**

Skills Akasha Arts (-), Ziodyne (-), Bufudyne (-), Mind Charge (Lv 80), God's Hand (Lv 82), Salvation (Lv 84)

ARCANA **Sun**

ASURA

Restrictions: Hexagon Spread, Max Sun S.Link
Inherit Type: Fire **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Drain	-	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	62	60	58	56	57
	Increase Ratio	10	15	10	20	15

COST **¥259547** LVL **85**

Skills Agidyne (-), Akasha Arts (-), Unshaken Will (-), Tetrakarn (Lv 87), Megidolaon (Lv 88), Spell Master (Lv 91)

ARCANA **Judgement**

ANUBIS

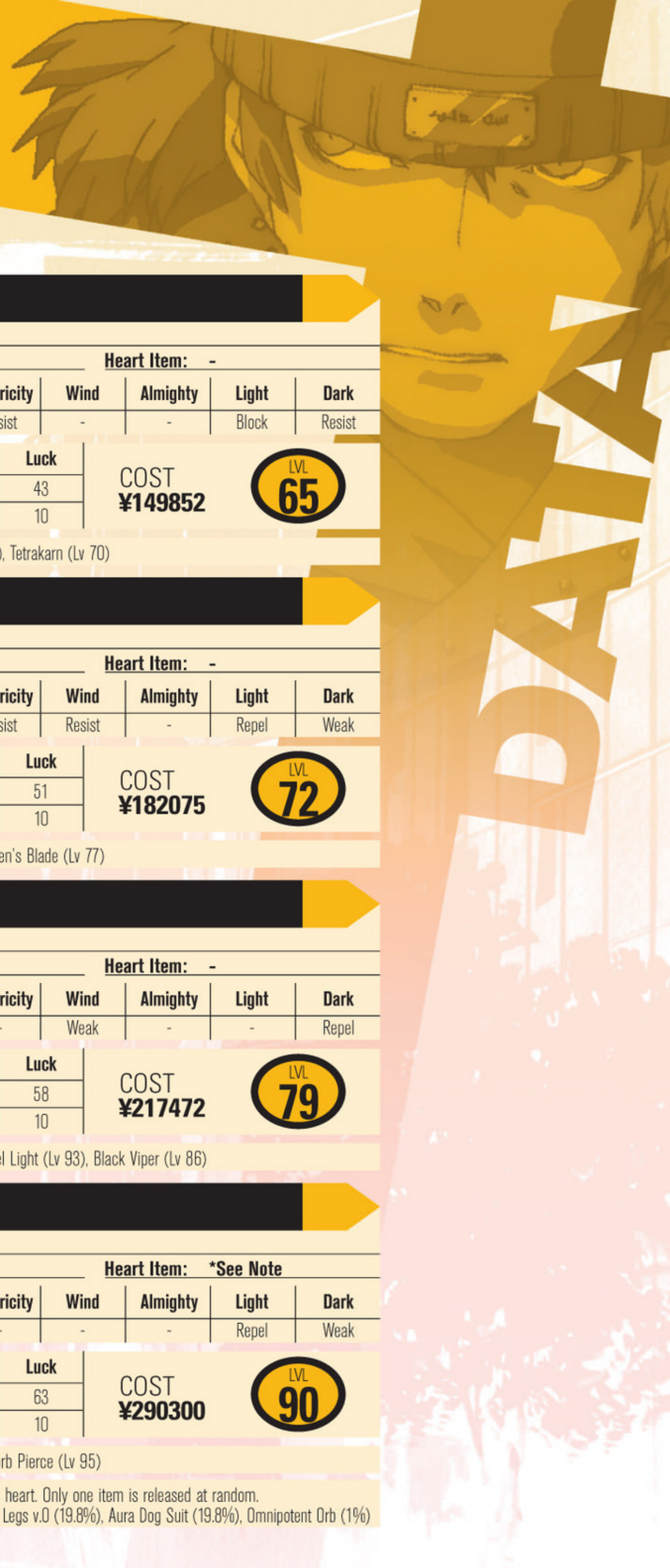
Restrictions: -
Inherit Type: Light & Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Resist	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	41	50	38	37	36
	Increase Ratio	10	20	15	10	10

COST **¥124412** LVL **58**

Skills Mahamaon (-), Mamudoon (-), Makarakarn (Lv 61), Null Ice (Lv 62), Null Elec (Lv 64), Regenerate 3 (Lv 66)



ARCANA
Judgement

TRUMPETER

Restrictions: -
Inherit Type: Light & Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Resist	Resist	-	-	Block	Resist

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	43	47	43	46	43
	Increase Ratio	10	20	15	10	10

COST ¥149852

LVL 65

Skills Hamaon (-), Mudoon (-), Garudyne (-), Mabufudyne (Lv 67), Ice Break (Lv 68), Tetrakarn (Lv 70)

ARCANA
Judgement

MICHAEL

Restrictions: -
Inherit Type: Electricity **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Resist	Resist	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	51	47	46	50	51
	Increase Ratio	10	20	15	10	10

COST ¥182075

LVL 72

Skills Maziodyne (-), Mediarahan (-), Magarudyne (Lv 74), Repel Dark (Lv 75), Heaven's Blade (Lv 77)

ARCANA
Judgement

SATAN

Restrictions: -
Inherit Type: Light & Dark **Shuffle?:** No **Heart Item:** -

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Repel	-	-	Weak	-	-	Repel

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	51	60	52	47	58
	Increase Ratio	10	20	15	10	10

COST ¥217472

LVL 79

Skills Megidola (-), Maragidyne (-), Regenerate 3 (Lv 81), Invigorate 3 (Lv 82), Repel Light (Lv 93), Black Viper (Lv 86)

ARCANA
Judgement

MESSIAH

Restrictions: Fuse Orpheus & Thanatos, Max Judgement S.Link
Inherit Type: Light & Dark **Shuffle?:** No **Heart Item:** *See Note

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Repel	Weak

Stats		Strength	Magic	Endurance	Agility	Luck
	Base Value	63	62	60	62	63
	Increase Ratio	10	20	15	10	10

COST ¥290300

LVL 90

Skills Megidolaon (-), Regenerate 3 (-), Salvation (Lv 93), Invigorate 3 (Lv 94), Absorb Pierce (Lv 95)

***Note Heart Items** Unlike other Personas, Messiah can produce up to six different items from his heart. Only one item is released at random.
Armor of Light (19.8%), Shoes of Light (19.8%), Aigis Armor v.0 (19.8%), Aigis Legs v.0 (19.8%), Aura Dog Suit (19.8%), Omnipotent Orb (1%)

SUPPORTING CHAR PERSONAS LEGEND

SKILLS:	Lists which skills the character can use from their Persona. If their skill slots are full, then the character will automatically discard the inferior version of the type of skill it just learned.
VERSION:	Indicates what version of thw two possible Personas the character can have. Some characters only have one version. The Descendant is the intial version, and the Ascendant is the second version.
JOINS:	Indicates what date this Persona will join SEES.

Yukari Takeba

ARCANA **Lovers** — **IO**

Version: Descendant

Joins: April 20th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Resist	-	-	-

Skills: Dia (-), Patra (Lv.4), Garu (Lv.5), Charmdi (Lv.16), Magaru (Lv.21), Media (Lv.22), Diarama (Lv.25), Recarm (Lv.28), Garula (Lv.32), Me Patra (Lv.36), Mediarama (Lv.43), Magarula (Lv.46)

ARCANA **Lovers** — **ISIS**

Version: Ascendant

Joins: November 8th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	Weak	Block	-	-	-

Skills: Diarahan (Lv.52), Garudyne (Lv.57), Wind Break (Lv.60), Magarudyne (Lv.65), Samarecarm (Lv.68), Mediarahan (Lv.74)

Junpei Iori

ARCANA **Magician** — **HERMES**

Version: Descendant

Joins: April 20th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Resist	-	-	Weak	-	-	-

Skills: Cleave (-), Agi (Lv.5), Re Patra (Lv.7), Rakukaja (Lv.9), Assault Dive (Lv.18), Double Fang (Lv.20), Kill Rush (Lv.25), Agilao (Lv.32), Rakunda (Lv.38), Torrent Shot (Lv.40), Counterstrike (Lv.45), Blade of Fury (Lv.50), Gigantic Fist (Lv.55)

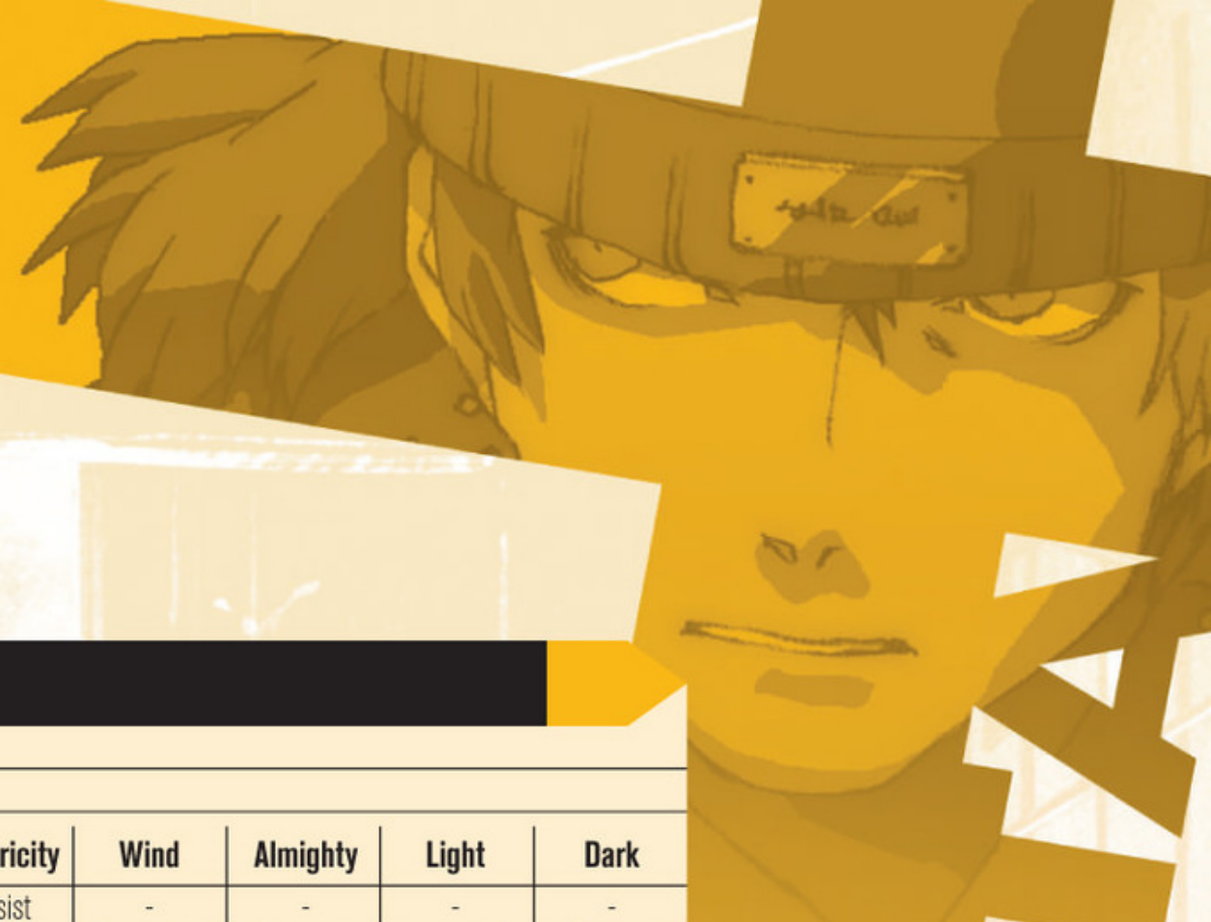
ARCANA **Magician** — **TRISMEGISTUS**

Version: Ascendant

Joins: November 22nd

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	-	-	Weak	-	-	-

Skills: Spring of Life (-), High Counter (Lv.58), Agidyne (Lv.64), Deathbound (Lv.65), Vorpal Blade (Lv.75)



Akihiko Sanada

ARCANA
Emperor

POLYDEUCES

Version: Descendant

Joins: May 23rd

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	Resist	-	-	-	-

Skills

Sonic Punch (-), Dia (-), Zio (-), Tarunda (Lv.16), Mazio (Lv.21), Rakunda (Lv.25), Zionga (Lv.29), Sukunda (Lv.33), Elec Boost (Lv.37), Diarama (Lv.38), Mazionga (Lv.41)

ARCANA
Emperor

CAESAR

Version: Ascendant

Joins: October 5th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	Weak	Block	-	-	-	-

Skills

Matarunda (Lv.47), Fist Master (Lv.50), Ziodyne (Lv.53), Marakunda (Lv.57), Diarahan (Lv.65), Masukunda (Lv.66), Maziodyne (Lv.74), Elec Amp (Lv.76)

Mitsuru Kirijo

ARCANA
Empress

PENTHESILEA

Version: Descendant

Joins: June 13th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Resist	-	-	-	-	-

Skills

Analyze (-)*, Mabufu (-), Dia (-), Marin Karin (-), Bufula (Lv.21), Diarama (Lv.25), Spirit Drain (Lv.27), Tentarafoo (Lv.32), Mabufula (Lv.42), Ice Boost (Lv.45), Mind Charge (Lv.50), Bufudyne (Lv.55)

ARCANA
Empress

ARTEMISIA

Version: Ascendant

Joins: November 18th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Weak	Block	-	-	-	-	-

Skills

Diarahan (Lv.58), Ice Break (Lv.61), Mabufudyne (Lv.71), Ice Amp (Lv.76)

* The Analyze Skill from Penthesilea is only available as a Tactics Command from the battle menu when Mitsuru is in Support.

Fuuka Yamagishi

ARCANA **Priestess**

LUCIA

Version: Descendant

Joins: June 11th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	-	-

Skills Full Analysis (-), Support Scan (Lv.23), Third Eye (Lv.32), Healing Wave (Lv.41)

ARCANA **Priestess**

JUNO

Version: Ascendant

Joins: October 20th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	-	-

Skills Oracle (-), Escape Route (Lv.62)

Aigis

ARCANA **Chariot**

PALLADION

Version: Descendant

Joins: July 21st

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Resist	-	-	Weak	-	-	-	-

Skills Kill Rush (-), Swift Strike (-), Sukukaja (-), Rakukaja (Lv.32), Fatal End (Lv.35), Tarukaja (Lv.36), Dekunda (Lv.42), Masukukaja (Lv.47), Heat Wave (Lv.51), Marakukaja (Lv.56), Matarukaja (Lv.60)

ARCANA **Chariot**

ATHENA

Version: Ascendant

Joins: December 30th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	Block	-	-	Weak	-	-	-	-

Skills Diarahan (Lv.59), Samarecarm (Lv.65), Akasha Arts (Lv.73), God Hand (Lv.77)

Ken Amada

ARCANA
Justice

NEMESIS

Version: Descendant
Joins: August 28th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Resist	Weak

Skills: Hama (-), Cruel Attack (-), Zionga (-), Diarama (Lv.37), Hamaon (Lv.41), Recarm (Lv.42)

ARCANA
Justice

KALA-NEMI

Version: Ascendant
Joins: October 6th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	Block	Weak

Skills: Mediarama (Lv.51), Hama Boost (Lv.54), Ziodyne (Lv.55), Vile Assault (Lv.59), Diarahan (Lv.62), Spear Master (Lv.65), Samarecarm (Lv.73), Mediarahan (Lv.78)

Koromaru

ARCANA
Strength

CERBERUS

Version: Descendant
Joins: August 8th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Block	-	-	-	-	Weak	Block

Skills: Agilao (-), Mudo (-), Evil Touch (-), Maragion (Lv.38), Counterstrike (Lv.40), Mamudo (Lv.42), Agidyne (Lv. 45), Fire Boost (Lv.48), Evil Smile (Lv. 50), High Counter (Lv.52), Mudoon (Lv.56), Fire Break (Lv.60), Maragidyne (Lv.67), Mamudoon (Lv.71), Fire Amp (Lv.77)

Shinjiro Aragaki

ARCANA
Hierophant

CASTOR

Version: Descendant
Joins: September 9th

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	-	-	-	-	-	-	-

Skills: Regenerate 1 (-), Counter (-), Evil Smile (Lv.39), Counterstrike (Lv.42), Power Charge (Lv.50), Blade of Fury (Lv.52), Heat Wave (Lv.53), High Counter (Lv.55), Deathbound (Lv.60), Regenerate 2 (Lv.65), Akasha Arts (Lv.72), God's Hand (Lv.77)

ENEMIES LISTS

This list is divided into four sections for ease in finding a particular foe. The random enemy list details every enemy you can find within Tartarus according to what section they appear in. Tartarus Guardians are the Shadows that appear on specific floors that block your progress through Tartarus. The Story Boss List are enemies that only appear during Full Moon Events and the end-game scenario. Finally, the Optional Boss list is details on the enemies you have to defeat for Requests #53 and #55.

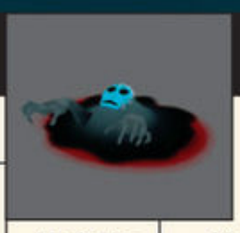
RANDOM ENEMIES LEGEND

NAME:	The name of the Shadow. Shadows arranged in alphabetical order according to where they appear.
ARCANA:	Indicates the Major Arcana this monster is aligned to.
LVL:	The Level of the Shadow. Comparing this value to the Level of the character determines how much Exp will be earned. The lower the character's level is compared to the Shadow, the more Exp will be gained and vice versa.
STATS:	The base stats of the Shadow, plus its Max HP & SP.
PROPERTIES:	This shows whether the Shadow can Block, Repel, Drain, or is Weak against a particular property. Percentages listed under a property show how effective that property is when used against that Shadow.
SKILLS:	Lists all the skills the Shadow can use. The skill in the highlight cell is the Shadow's normal attack. The attack property of this attack is indicated in the name.

Tartarus Block 1 (Thebel): 2F-16F

COWARDLY MAYA

ARCANA: MAGICIAN — LVL 2



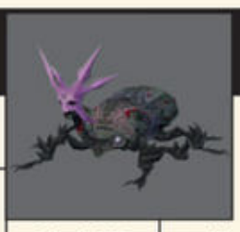
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	42	13	2	4	3	2	2

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	Weak	Weak	100%	100%	100%

Skills: Slash Attack, Bufu

GRAVE BEETLE

ARCANA: EMPEROR — LVL 7



Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	163	76	11	2	9	4	2

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	50%	Weak	100%	100%	100%

Skills: Pierce Attack, Bash

MAGIC HAND

ARCANA: MAGICIAN — LVL 4

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	52	24	3	7	4	3	2

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	50%	100%	100%	100%	100%	100%

Skills: Strike Attack, Bufu, Mabufu

MERCILESS MAYA

ARCANA PRIESTESS

LVL 3

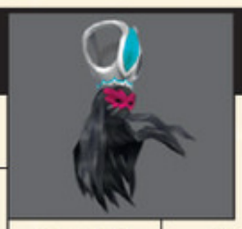
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	50	21	4	4	3	3	2

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	Weak	Weak	Weak	100%	100%	100%

Skills Slash Attack, Agi

MUTTERING TIARA

ARCANA PRIESTESS



LVL 3

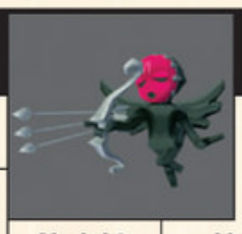
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	46	24	3	5	3	2	3

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	Weak	100%	Weak	100%	100%	100%

Skills Strike Attack, Agi, Dia

OBSESSED CUPID

ARCANA LOVERS



LVL 5

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	51	32	2	5	3	7	5

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	50%	100%	100%	100%

Skills Pierce Attack, Garu, Dia

TRANCE TWINS

ARCANA HIEROPHANT

LVL 6

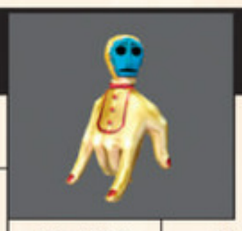
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	62	36	4	8	5	4	4

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Weak	50%	100%	100%	100%	100%

Skills Strike Attack, Zio, Spirit Drain, Mazio

WEALTH HAND

ARCANA ???



LVL 1

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

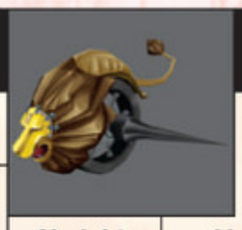
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

Tartarus Block 2 (Arqa): 17F-40F

BESTIAL WHEEL

ARCANA CHARIOT



LVL 15

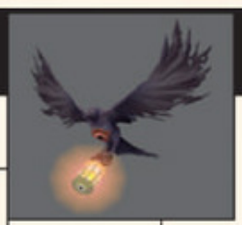
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	399	183	16	10	16	10	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	50%	100%	100%	Weak	Weak	100%	100%	100%

Skills Strike Attack, Assault Dive, Power Charge

BLACK RAVEN

ARCANA HERMIT



LVL 9

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	92	46	8	6	5	11	4

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	Weak	50%	100%	100%	100%

Skills Pierce Attack, Agi, Double Fangs, Poisma, Agilao

CORRUPT TOWER

ARCANA HIEROPHANT

LVL 10

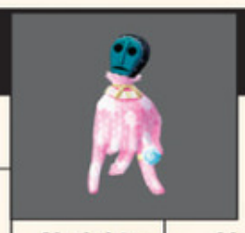
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	250	100	8	11	4	6	8

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	50%	Weak	100%	50%	100%	100%	100%	100%

Skills Pierce Attack, Poisma, Provoke, Foul Breath

DANCING HAND

ARCANA MAGICIAN



LVL 13

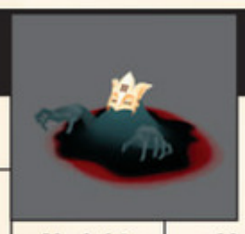
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	88	46	7	15	5	9	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Block	100%	100%	100%	100%	100%

Skills Strike Attack, Mabufu, Bufula

FRIVOLOUS MAYA

ARCANA EMPRESS



LVL 11

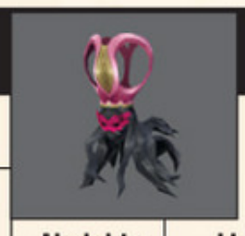
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	125	62	8	7	7	12	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	50%	Weak	100%	100%	100%

Skills Slash Attack, Zio, Mazio

GRIEVING TIARA

ARCANA PRIESTESS



LVL 9

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	11	64	5	11	2	9	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Fire	100%	100%	100%	100%	100%

Skills Pierce Attack, Agi, Maragi, Re Patra

HEAT BALANCE

ARCANA JUSTICE

LVL 10

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	112	50	7	13	6	6	5

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	50%	Weak	Weak	100%	100%	100%

Skills Pierce Attack, Agi, Bufu, Maragi, Mabufu

LAUGHING TABLE

ARCANA MAGICIAN

LVL 11

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	105	71	10	13	9	5	3

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	50%	Weak	Block	100%	100%	100%	100%	100%

Skills Strike Attack, Bufu, Mabufu, Bufula, Pulinpa

PHANTOM MAGE

ARCANA HERMIT

LVL 12

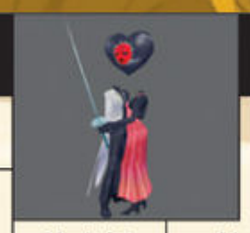
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	121	64	9	14	8	7	5

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	100%	100%	100%	100%	Weak	Block

Skills Slash Attack, Agi, Maragi, Mudo

SOUL DANCER

ARCANA LOVERS



LVL 11

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	146	72	12	11	4	3	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	Block	100%	100%	100%

Skills Pierce Attack, Dia, Marin Karin, Double Fangs

SPURIOUS BOOK

ARCANA PRIESTESS

LVL 15

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	115`	59	10	18	7	8	9

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Weak	Block	100%	100%	100%

Skills Pierce Attack, Garu, Magaru

STEEL GIGAS

ARCANA STRENGTH

LVL 19

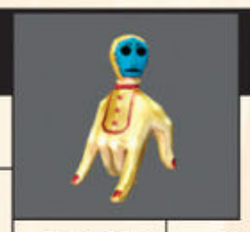
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	202	81	14	7	16	16	11

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	50%	100%	100%	100%	Weak	100%	100%	Weak	100%

Skills Strike Attack, Sonic Punch, Provoke, Revolution, Counter

TREASURE HAND

ARCANA ???



LVL 1

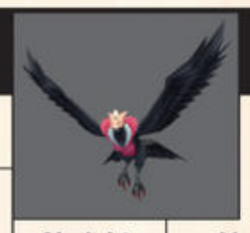
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

VENUS EAGLE

ARCANA EMPRESS



LVL 14

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	46	12	8	7	15	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	Weak	100%	50%	100%	100%	100%

Skills Slash Attack, Magaru, Sukukaja, Garula

WILD BEAST

ARCANA STRENGTH

LVL 10

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	148	59	12	6	12	5	2

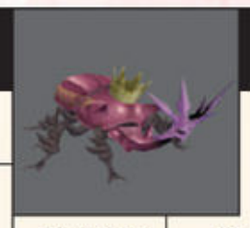
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	50%	100%	100%	100%	100%	100%	Weak	Weak

Skills Strike Attack, Sonic Punch, Tarukaja

Tartarus Block 2 (Arqa): 41F-64F

ADAMANT BEETLE

ARCANA EMPEROR



LVL 19

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	549	234	25	10	23	11	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	Block	100%	100%	Weak	100%	100%	100%	100%

Skills Pierce Attack, Kill Rush, Power Charge

ARCANA **FORTUNE**

BRONZE DICE

LVL 18

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	183	78	17	5	14	9	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	100%	100%	Weak	100%	100%	100%	100%

Skills Strike Attack, Bash, Kill Rush, Double Fangs

ARCANA **MAGICIAN**

CRYING TABLE

LVL 21

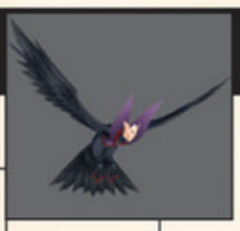
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	170	97	15	18	14	13	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	100%	100%	100%	100%

Skills Strike Attack, Agilao, Maragi, Dekaja

ARCANA **EMPRESS**

DARK EAGLE



LVL 23

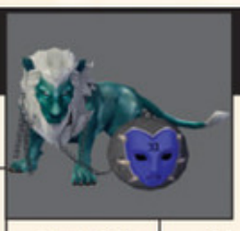
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	132	65	16	13	12	23	12

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Weak	Block	100%	100%	100%

Skills Slash Attack, Garula, Magaru, Dia, Dodge Pierce

ARCANA **STRENGTH**

ENSLAVED BEAST



LVL 23

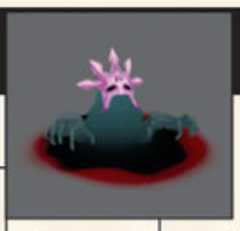
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	176	74	20	15	20	13	8

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Strike Attack, Double Fangs, Swift Strike, Counter

ARCANA **EMPEROR**

HAUGHTY MAYA



LVL 20

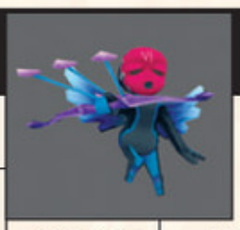
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	132	65	21	9	18	12	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	50%	Weak	100%	100%	100%

Skills Slash Attack, Zio

ARCANA **LOVERS**

JEALOUS CUPID



LVL 20

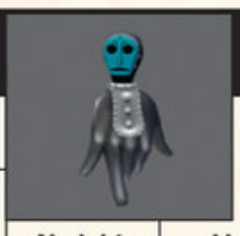
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	139	79	10	15	11	16	15

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	Block	100%	100%	100%

Skills Pierce Attack, Rakukaja, Pulinpa, Holy Arrow, Dia, Marin Karin

ARCANA **MAGICIAN**

KILLING HAND



LVL 22

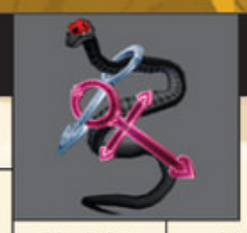
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	185	91	12	23	11	14	13

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Block	100%	100%	100%	100%	50%

Skills Strike Attack, Mabufu, Bufula, Mudo, Re Patra

LUSTFUL SNAKE

ARCANA **LOVERS**



LVL 27

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	214	105	19	24	12	10	23

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	Drain	100%	100%	100%

Skills Pierce Attack, Marin Karin, Media, Hama

MANIACAL BOOK

ARCANA **PRIESTESS**

LVL 21

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	119	68	11	18	13	12	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Drain	100%	100%	100%	Block	Weak

Skills Pierce Attack, Bufula, Marin Karin, Spirit Drain

PHANTOM MASTER

ARCANA **HERMIT**

LVL 17

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	158	90	12	17	10	12	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Weak	100%	100%	100%

Skills Slash Attack, Mudo, Poisma, Agilao, Mind Charge

SKY BALANCE

ARCANA **JUSTICE**

LVL 17

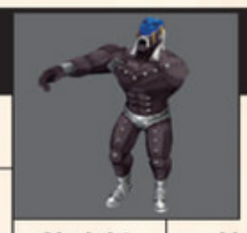
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	172	85	9	19	9	11	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Weak	Repel	Repel	100%	100%	100%

Skills Pierce Attack, Zionga, Garula

STEEL GIGAS

ARCANA **STRENGTH**



LVL 19

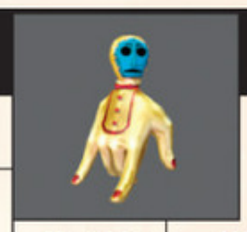
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	202	81	14	7	16	16	11

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	50%	100%	100%	100%	Weak	100%	100%	Weak	100%

Skills -

TREASURE HAND

ARCANA **???**



LVL 1

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

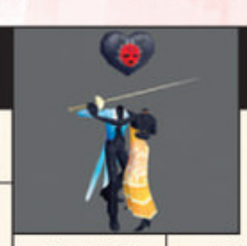
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

Tartarus Block 3 (Yabbashah): 65F-89F

ARDENT DANCER

ARCANA **LOVERS**



LVL 30

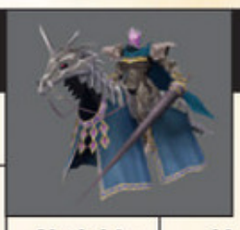
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	219	108	22	22	16	14	23

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	50%	100%	100%	100%	100%	100%	100%	100%	Weak

Skills Pierce Attack, Double Fangs, Sexy Dance, Marin Karin

AVENGER KNIGHT

ARCANA EMPEROR



LVL 30

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	765	375	24	22	23	17	11

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	100%	100%	100%	100%	100%	100%	100%	Weak	100%

Skills Pierce Attack, Zionga, Gigantic Fist, Provoke, Cleave, Tarukaja

CREATION RELIC

ARCANA EMPRESS

LVL 26

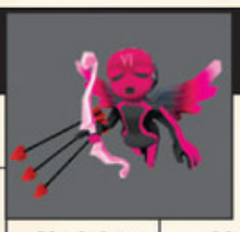
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	181	103	15	24	25	9	12

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Repel	100%	Block	Weak

Skills Pierce Attack, Magarula, Garula, Diarama, Last Resort, Hama

DEVOTED CUPID

ARCANA LOVERS



LVL 28

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	203	116	15	20	15	22	19

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	Block	100%	100%	100%

Skills Pierce Attack, Holy Arrow, Pulinpa, Dia

DOGMATIC TOWER

ARCANA HIEROPHANT

LVL 27

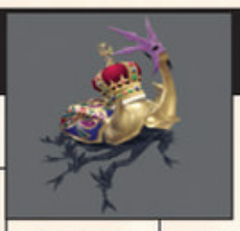
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	198	112	19	23	13	15	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	Block	100%	100%	Block	100%

Skills Pierce Attack, Mazio, Poisma

GOLDEN BEETLE

ARCANA EMPEROR



LVL 29

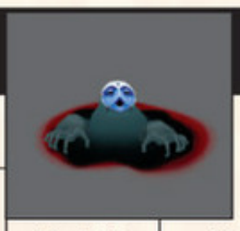
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	217	92	18	16	27	18	15

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	100%	Weak	100%	100%	100%

Skills Pierce Attack, Sonic Punch, Zio

INDOLENT MAYA

ARCANA HIEROPHANT



LVL 26

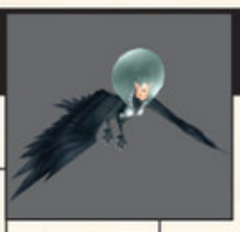
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	202	99	15	23	16	15	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Weak	100%	100%	50%	100%	100%	100%	100%

Skills Slash Attack, Mazio, Sukunda

JUPITER EAGLE

ARCANA EMPRESS



LVL 29

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	191	94	19	16	15	26	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Weak	Drain	100%	100%	100%

Skills Slash Attack, Garula, Masukunda, Sukukaja, Magarula, Media

KILLER TWINS

ARCANA HIEROPHANT

LVL 26

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	192	109	15	21	16	17	16

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	100%	Weak	100%	Block	100%	100%	100%	100%

Skills Strike Attack, Zionga, Mind Charge

LUSTFUL SNAKE

ARCANA LOVERS

LVL 27

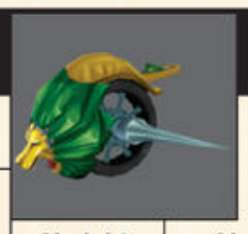
	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	214	105	19	24	12	10	23

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	100%	100%	Weak	100%	Drain	100%	100%	100%

Skills Pierce Attack, Marin Karin, Media, Hama

MACH WHEEL

ARCANA CHARIOT



LVL 28

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	241	102	28	10	26	14	13

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	Block	100%	Block	100%	100%	Weak	Weak	100%	100%	100%

Skills Strike Attack, Double Fangs, Tarukaja, Power Charge

SILENT BOOK

ARCANA PRIESTESS

LVL 27

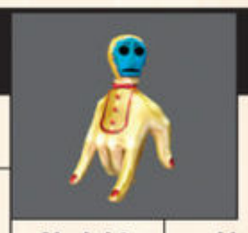
	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	176	100	14	22	15	16	21

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	100%	Weak	Drain	100%	50%	100%	100%	100%

Skills Pierce Attack, Mamudo, Poisma, Foul Breath

SUPREME HAND

ARCANA ???



LVL 1

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	100	100	1	1	1	99	99

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

WILD DRIVE

ARCANA CHARIOT

LVL 34

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	246	105	35	7	33	26	8

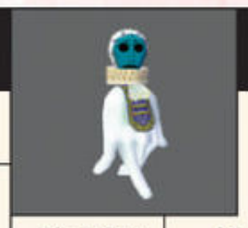
	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	50%	50%	50%	100%	100%	Weak	100%	100%	100%	100%

Skills Slash Attack, Kill Rush, Rakukaja

Tartarus Block 3 (Yabbashah): 90F-114F

ALMIGHTY HAND

ARCANA MAGICIAN



LVL 34

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	238	136	16	38	19	19	17

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	100%	100%	Drain	100%	100%	100%	Null	Weak

Skills Strike Attack, Mabufula, Bufula, Hama, Mahama

ARCANA **EMPEROR**

CHAMPION KNIGHT

LVL 40

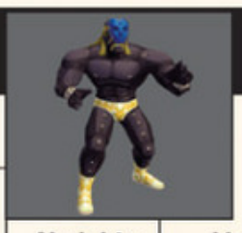
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	269	132	28	28	27	22	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	Drain	Weak	100%	100%	100%

Skills Pierce Attack, Heat Wave, Sukunda, Zionga

ARCANA **STRENGTH**

FURIOUS GIGAS



LVL 36

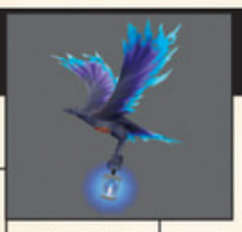
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	246	105	23	16	31	24	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	50%	100%	50%	100%	50%	Weak	100%	Weak	100%

Skills Strike Attack, Kill Rush, Gigantic Fist, Power Charge

ARCANA **HERMIT**

ICE RAVEN



LVL 33

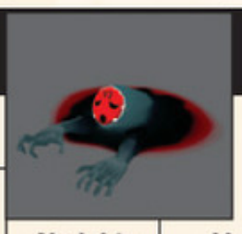
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	230	113	18	20	19	33	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	50%	100%	50%	100%	100%	100%

Skills Pierce Attack, Kill Rush, Mamudo, Magaru

ARCANA **LOVERS**

INSIDIOUS MAYA



LVL 32

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	208	102	18	22	19	19	25

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	50%	100%	100%	100%

Skills Slash Attack, Eerie Sound, Life Drain, Diarama

ARCANA **HANGED MAN**

JOTUN OF POWER

LVL 38

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	807	396	40	19	34	13	15

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Drain	100%	100%	100%	50%	100%

Skills Strike Attack, Bufudyne, Diarama, Bufula, Hama, Last Resort

ARCANA **JUSTICE**

JUSTICE SWORD

LVL 32

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	240	118	34	18	15	14	22

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	50%	Weak	100%	100%	100%

Skills Slash Attack, Mighty Swing, Zionga

ARCANA **FORTUNE**

MIND DICE

LVL 33

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	223	127	7	33	11	26	29

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	50%	Weak	50%	100%	100%	100%

Skills Slash Attack, Pulinpa, Marin Karin, Tentarafoo, Sexy Dance

MINOTAUR IV

ARCANA HANGED MAN

LVL 37

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	792	420	30	33	27	14	14

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	50%	100%	100%	100%	100%	100%

Skills Pierce Attack, Mabufula, Evil Smile, Diarama, Tarukaja, Fear Boost

PHANTOM LORD

ARCANA HERMIT

LVL 36

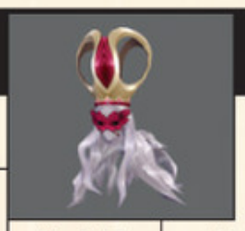
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	219	124	24	29	21	24	17

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	100%	100%	100%	Weak	Repel

Skills Slash Attack, Mamudo, Agilao, Spirit Drain, Evil Smile

SHOUTING TIARA

ARCANA PRIESTESS



LVL 35

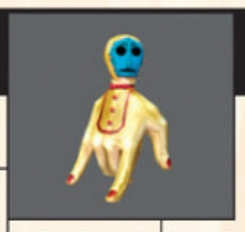
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	242	138	19	31	19	22	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	Weak	100%	100%	100%	Block	Weak

Skills Strike Attack, Maragi, Agilao, Mahama, Maragion, Media

SUPREME HAND

ARCANA ???



LVL 1

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

Tartarus Block 4 (Tziah): 115F-139F

WILD DRIVE

ARCANA CHARIOT

LVL 34

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	246	105	35	7	33	26	8

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	Weak	100%	100%	100%	100%

Skills Slash Attack, Kill Rush, Rakukaja

ARCANE TURRET

ARCANA CHARIOT

LVL 46

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1008	426	54	9	43	11	13

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	Block	100%	100%	Weak	100%	100%	100%	100%

Skills Strike Attack, Vile Assault, Tarukaja

BLUE SIGIL

ARCANA HIEROPHANT

LVL 40

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	260	148	25	33	28	20	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Repel	100%	100%	100%	100%	Weak

Skills Slash Attack, Bufudyne, Mabufula, Bewilder

ARCANA **CHARIOT**

BRAVE WHEEL

LVL 45

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	307	130	35	15	32	23	19

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	Weak	100%	100%	100%	100%	100%

Skills Strike Attack, Agidyne, Kill Rush, Gigantic Fist, Rakunda

ARCANA **EMPEROR**

CHAMPION KNIGHT

LVL 40

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	269	132	28	28	27	22	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	Drain	Weak	100%	100%	100%

Skills Pierce Attack, Heat Wave, Sukunda, Zionga

ARCANA **EMPRESS**

CONSTANCY RELIC

LVL 39

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	252	143	21	31	32	15	19

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	Block	100%	100%	100%

Skills Pierce Attack, Media, Garudyne, Rakukaja, Re Patra

ARCANA **HIEROPHANT**

DEATH TWINS

LVL 42

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	260	148	23	30	24	23	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Weak	100%	100%	100%	Drain	100%	100%	Repel	100%

Skills Strike Attack, Zionga, Mazionga, Rakunda, Mind Charge

ARCANA **EMPRESS**

ELEGANT MOTHER

LVL 43

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	252	143	30	34	24	18	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	50%	Weak	Block	100%	100%	Weak

Skills Strike Attack, Media, Magarula, Mabufula

ARCANA **STRENGTH**

HAKUROU MUSHA

LVL 54

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	317	134	42	22	38	43	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Weak	Weak

Skills Slash Attack, Zan-Ei, Power Charge, Evade Slash, Evade Strike, Evade Pierce

ARCANA **CHARIOT**

ILL-FATED MAYA

LVL 39

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	279	137	30	16	31	19	22

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	50%	100%	100%	100%	Weak	Weak	100%	100%	100%

Skills Slash Attack, Assault Dive, Swift Strike

KILLER DRIVE

ARCANA CHARIOT — LVL 41

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	311	132	38	10	36	31	12

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Repel	100%	100%	100%	100%	100%	100%	Weak	100%

Skills Slash Attack, Gigantic Fist, Power Charge, Evil Smile

MAGICAL MAGUS

ARCANA MAGICIAN — LVL 43

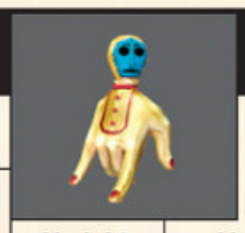
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	242	138	27	45	22	20	22

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	Block	100%	100%	100%	100%

Skills Strike Attack, Bufudyne, Mabufula

OPULENT HAND

ARCANA ??? — LVL 1



Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

TRANQUIL IDOL

ARCANA PRIESTESS — LVL 41

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	247	140	19	37	17	18	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	100%	100%	100%	Repel	Weak

Skills Pierce Attack, Twin Shot, Marakukaja, Hama, Hamaon

WRITHING TIARA

ARCANA PRIESTESS — LVL 42

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	176	100	24	34	23	27	25

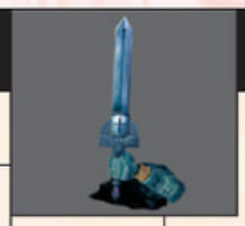
Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	100%	100%	100%	100%

Skills Strike Attack, Agilao, Dia, Hama

Tartarus Block 4 (Tziah): 140F-164F

CONVICTION SWORD

ARCANA JUSTICE — LVL 51



Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	296	146	28	50	26	24	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	50%	100%	100%	100%	Weak	100%	100%	100%

Skills Slash Attack, Marakunda, Mighty Swing, Counter

DEATH SEEKER

ARCANA HERMIT — LVL 49

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	277	158	19	41	21	55	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	100%	100%	100%	Weak	Repel

Skills Strike Attack, Maragion, Mudo, Mamudo, Mudoon

ARCANA **FORTUNE**

FLOWING SAND

LVL 48

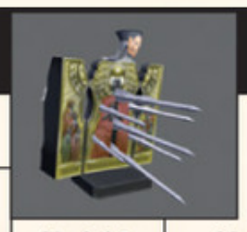
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	292	144	24	45	33	23	26

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	Weak	Weak	Repel	Repel	Repel	Repel	100%	100%	100%

Skills Slash Attack, Magarula, Maragion, Tetrakarn

ARCANA **EMPRESS**

GROWTH RELIC



LVL 50

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	294	167	29	39	40	23	26

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Weak	100%	100%	100%	100%	Drain	100%	100%	100%

Skills Pierce Attack, Magarula, Diarama, Sukukaja, Wind Boost

ARCANA **STRENGTH**

HAKUROU MUSHA

LVL 54

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	317	134	42	22	38	43	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Weak	Weak

Skills Slash Attack, Zan-Ei, Power Charge, Evade Slash, Evade Strike, Evade Pierce

ARCANA **PRIESTESS**

LIBERATING IDOL

LVL 47

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	290	165	25	46	23	24	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	Repel	100%	100%	100%

Skills Pierce Attack, Garudyne, Evil Touch, Mabufula, Ghastly Wail, Dodge Ice

ARCANA **HANGED MAN**

MIGHTY CYCLOPS

LVL 56

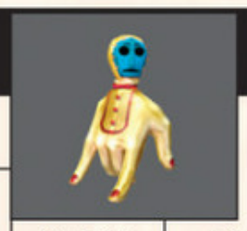
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	301	148	51	34	40	24	26

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Drain	100%	100%	100%	100%	100%

Skills Slash Attack, Maragion, Magarula, Mabufula, Mazionga, Fire Boost, Ice Bost, Elec Boost, Wind Boost

ARCANA **???**

OPULENT HAND



LVL 1

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

ARCANA **JUSTICE**

ORDER GIANT

LVL 48

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	296	146	45	43	39	9	15

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	Weak	Repel	100%	100%	100%	100%

Skills Slash Attack, Heat Wave, Tarukaja

ARCANA EMPRESS — REGAL MOTHER

LVL 53

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	294	167	39	43	32	24	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	Weak	Drain	100%	Block	Weak

Skills Strike Attack, Mediarama, Magarula, Mabufula, Rakukaja, Wind Boost

ARCANA CHARIOT — SCARLET TURRET

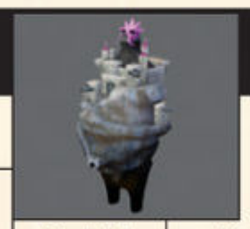
LVL 58

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	363	154	67	16	56	18	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Repel	Block	100%	50%	100%	Weak	100%	100%	100%	100%

Skills Strike Attack, Arrow Rain, Matarukaja, Maragion, Agilao

ARCANA EMPEROR — SOLID CASTLE



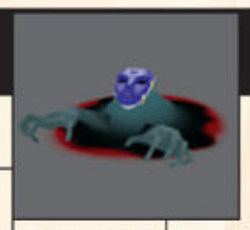
LVL 49

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	269	132	35	43	49	11	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Block	Wind	100%	100%	100%

Skills Strike Attack, Agilao, Zionga, Poisma

ARCANA STRENGTH — VISCERAL MAYA



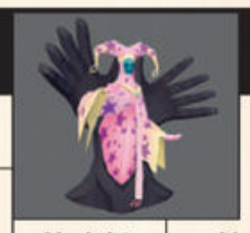
LVL 47

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	288	141	36	19	34	23	36

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	Weak	Weak	Weak	Weak	100%	100%	100%

Skills Slash Attack, Torrent Shot, Tarukaja

ARCANA MAGICIAN — WONDROUS MAGUS



LVL 52

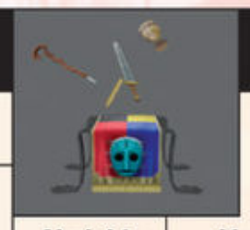
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	290	165	33	57	25	20	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Repel	100%	100%	100%	Block	Weak

Skills Strike Attack, Bufula, Mabufula, Bufudyne, Matarukaja, Mahama, Ice Boost

Tartarus Block 5 (Harabah): 165F-214F

ARCANA MAGICIAN — ANGRY TABLE



LVL 61

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	238	136	14	33	22	22	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	100%	100%	100%	Block	100%	Weak	100%	100%	100%

Skills Strike Attack, Bufudyne, Mabufula, Tentarafoo, Tetrakarn

ARCANA HIEROPHANT — APOSTATE TOWER

LVL 56

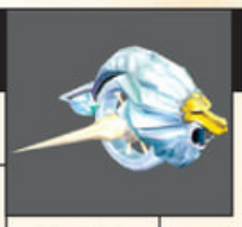
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	302	170	35	44	30	33	33

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	50%	Drain	100%	100%	100%	100%

Skills Pierce Attack, Mazionga, Poison Mist, Virus Breath, Elec Boost

ARCANA **CHARIOT**

BATTLE WHEEL



LVL 59

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	359	152	40	35	42	38	29

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	100%

Skills Strike Attack, Heat Wave, Agidyne, Eerie Sound

ARCANA **HIEROPHANT**

CRAZY TWINS

LVL 56

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	302	172	33	41	34	33	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	Repel	100%	100%	Null	Weak

Skills Strike Attack, Ziodyne, Mazionga, Mind Charge, Mahama

ARCANA **FORTUNE**

CURSE DICE

LVL 62

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	342	168	19	46	24	39	44

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	Weak	100%	100%	Block

Skills Slash Attack, Arrow Rain, Infuriate

ARCANA **STRENGTH**

DARING GIGAS

LVL 70

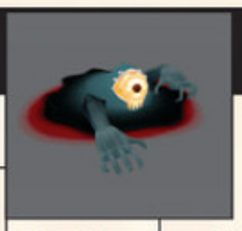
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	409	174	42	36	54	44	41

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	Weak	100%	100%	100%

Skills Strike Attack, Akasha Arts, Gigantic Fist

ARCANA **HERMIT**

DESIROUS MAYA



LVL 61

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	334	164	20	40	21	55	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Slash Attack, Spirit Drain, Poisma, Matarukaja

ARCANA **HERMIT**

FATE SEEKER

LVL 62

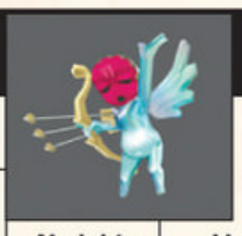
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	338	166	22	49	24	59	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Weak	Block	Block	Block	Block	100%	Weak	Repel

Skills Strike Attack, Mamudo, Maragion, Mazionga

ARCANA **LOVERS**

GRACIOUS CUPID



LVL 58

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	306	174	31	41	30	42	37

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Weak	100%	100%	Block	100%	100%	100%	100%	100%

Skills Pierce Attack, Torrent Shot, Marin Karin, Mediarama, Marakukaja

HELL KNIGHT

ARCANA **EMPEROR**

LVL 60

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	314	154	40	44	39	33	31

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	100%	Block	100%	100%	Repel	Weak	100%	100%	100%

Skills Pierce Attack, Vile Assault, Maziodyne, Power Charge, Rakunda

IMMORAL SNAKE

ARCANA **LOVERS**

LVL 59

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	326	160	43	50	29	25	37

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Weak	100%	100%	100%	Block	100%	Weak	Weak

Skills Pierce Attack, Tentarafoo, Foul Breath, Marin Karin, Sexy Dance

IMPRUDENT MAYA

ARCANA **FORTUNE**

LVL 55

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	338	166	34	34	34	34	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	Weak	100%	100%	100%	100%

Skills Slash Attack, Agilao, Agidyne, Rakunda, Tarunda, Sukunda

IRON DICE

ARCANA **FORTUNE**

LVL 64

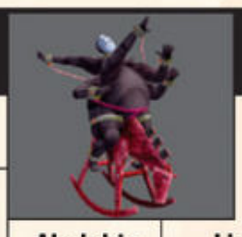
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	259	110	24	10	23	17	26

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	Weak	100%	100%	100%	100%

Skills Strike Attack, Twin Shot, Kill Rush, Deathbound

JOTUN OF BLOOD

ARCANA **HANGED MAN**



LVL 66

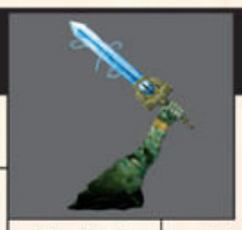
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	910	564	65	26	54	18	15

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	100%	Weak

Skills Strike Attack, Deathbound, Infuriate

JUDGEMENT SWORD

ARCANA **JUSTICE**



LVL 64

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	346	169	49	32	28	26	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	100%	100%	100%	100%	100%	100%	Block	Weak

Skills Slash Attack, Heat Wave, Marakunda, Tarukaja

KAIDEN MUSHA

ARCANA **STRENGTH**

LVL 57

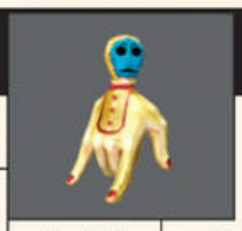
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	363	154	47	24	40	45	22

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	100%	100%	Weak	100%

Skills Slash Attack, Blade of Fury, Power Charge, Evade Slash, Evade Strike, Evade Pierce

LUXURY HAND

ARCANA **???**



LVL 1

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

ARCANA HANGED MAN — MAD CYCLOPS

LVL 66

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	349	172	59	36	44	24	25

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	Block	100%	100%	100%	Weak	100%

Skills Slash Attack, Agidyne, Bufudyne, Fire Boost, Ice Boost

ARCANA STRENGTH — MIGHTY BEAST

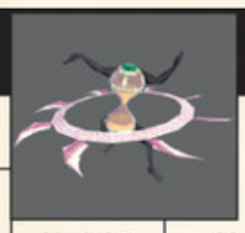
LVL 57

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	367	456	45	30	41	33	29

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Weak	Repel

Skills Strike Attack, Mudoon, Gigantic Fist, Tarukaja

ARCANA FORTUNE — PERPETUAL SAND



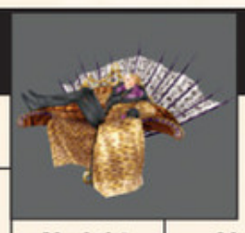
LVL 65

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	342	185	28	50	37	27	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	100%	Weak	Block	Block	Block	Block	100%	100%	100%

Skills Slash Attack, Magarula, Maragion, Makarakarn

ARCANA EMPRESS — PISTIL MOTHER



LVL 63

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	339	193	43	46	35	28	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Repel	Weak	Repel	100%	100%	100%

Skills Strike Attack, Garudyne, Bufudyne, Diarahan

ARCANA EMPEROR — POWER CASTLE

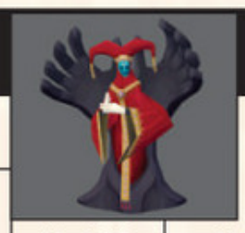
LVL 61

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	314	15	41	51	57	18	23

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	100%	Block	Weak	100%	100%	100%

Skills Strike Attack, Maragion, Ziodyne, Deathbound

ARCANA MAGICIAN — PRIME MAGUS



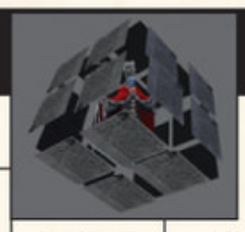
LVL 65

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	335	191	35	64	25	22	35

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Drain	100%	100%	100%	100%	100%

Skills Strike Attack, Megido, Bufudyne, Mind Charge, Mamudo

ARCANA HIEROPHANT — RED SIGIL



LVL 61

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	306	174	38	49	41	32	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	Weak	100%	100%	100%	Block	100%

Skills Slash Attack, Hamaon, Agidyne, Maragion, Dodge Ice

ARCANA PRIESTESS — RUINOUS IDOL

LVL 63

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	335	191	33	50	30	31	37

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	Weak	100%	100%	100%	Weak	Repel

Skills Pierce Attack, Mudo, Mamudo, Mudoon, Virus Breath

ARCANA CHARIOT — SCARLET TURRET

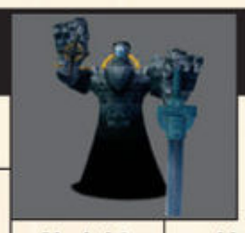
LVL 58

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	363	154	67	16	56	18	24

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Repel	Block	100%	50%	100%	Weak	100%	100%	100%	100%

Skills Strike Attack, Arrow Rain, Matarukaja, Maragion, Agilao

ARCANA JUSTICE — STASIS GIANT



LVL 66

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	346	169	50	47	43	14	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	100%	100%	Weak	Block	Block	100%	100%	100%

Skills Slash Attack, Gigantic Fist, Rakukaja, High Counter

Tartarus Block 6 (Adamah): 215F-263F

ARCANA HERMIT — AMENTI RAVEN

LVL 65

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	356	203	30	39	31	65	37

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Repel	100%	Weak	50%	100%	100%	100%

Skills Pierce Attack, Evil Smile, Mamudoon, Garudyne

ARCANA JUSTICE — BIGOTED MAYA

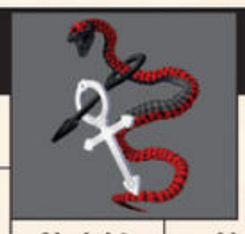
LVL 65

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	383	188	51	48	45	24	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	Resist	100%	100%	100%	100%

Skills Slash Attack, Ziodyne, Diarama

ARCANA LOVERS — CARNAL SNAKE



LVL 75

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	361	177	49	60	39	36	48

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	100%	Block	100%	100%	100%

Skills Pierce Attack, Evil Smile, Infuriate, Mahamon, Garudyne, Life Drain, Spirit Drain, Mediarama, Eerie Sound

ARCANA STRENGTH — DARING GIGAS

LVL 70

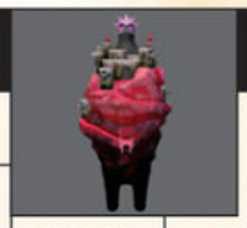
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	409	174	42	36	54	44	41

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	Weak	100%	100%	100%

Skills Strike Attack, Akasha Arts, Gigantic Fist

DEATH CASTLE

ARCANA **EMPEROR**



LVL 68

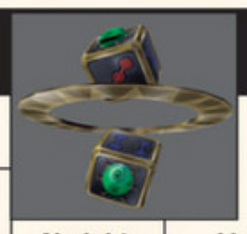
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1170	573	46	55	61	22	27

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	Drain	Weak	100%	Repel	Repel

Skills Strike Attack, Bufudyne, Maziodyne, Mudoon, Mamudoon, Ice Boost

DEATH DICE

ARCANA **FORTUNE**



LVL 66

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	379	186	26	53	31	45	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	Repel	100%	50%	50%

Skills Slash Attack, Hamaon, Mudoon, Mahamaon, Mamudoon

DEVIOUS MAYA

ARCANA **HANGED MAN**

LVL 70

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	390	191	50	63	45	32	27

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	Weak	100%	100%	100%	100%

Skills Slash Attack, Diarama, Bufula, Last Resort

DOOM SWORD

ARCANA **JUSTICE**

LVL 69

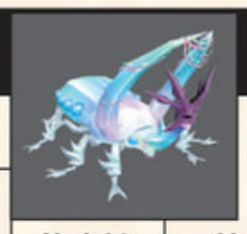
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	386	190	58	40	36	34	46

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	100%	100%	Weak	Repel	100%	100%	100%	100%

Skills Slash Attack, Mazionga, Deathbound, Spirit Drain, Sukukaja

EMPEROR BEETLE

ARCANA **EMPEROR**



LVL 73

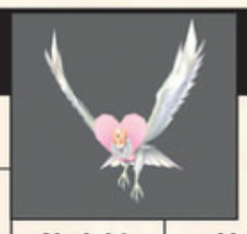
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	459	194	53	39	52	42	40

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Weak	Block	100%	100%	100%	100%	100%	100%	100%

Skills Pierce Attack, Ziodyne, Poison Mist, Marakunda, Akasha Arts

ETERNAL EAGLE

ARCANA **EMPRESS**



LVL 74

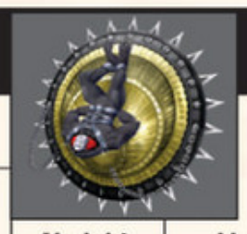
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	410	202	45	42	41	58	43

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Drain	Drain	100%	Repel	Weak

Skills Slash Attack, Garudyne, Magarula, Magarudyne, Masukukaja

FIERCE CYCLOPS

ARCANA **HANGED MAN**



LVL 78

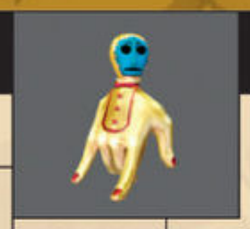
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	397	195	66	48	57	36	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Drain	100%	100%	Drain	100%	100%	100%	100%	100%	100%

Skills Slash Attack, Last Resort, Foul Breath, Agidyne, Infuriate, Dekaja, God's Hand

GLORIOUS HAND

ARCANA ???



LVL 1

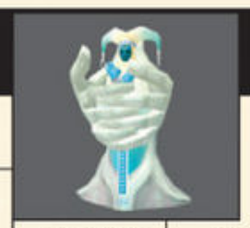
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	100	1	1	1	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	?	?	?	?	?	?	?	?	?	?

Skills Slash Attack

GRAND MAGUS

ARCANA MAGICIAN



LVL 88

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	432	246	42	85	51	52	41

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	Weak	Repel	100%	100%	100%	Repel	Repel

Skills Strike Attack, Maragidyne, Agidyne, Mind Charge, Tentarafoo, Megidolaon

GREEN SIGIL

ARCANA HIEROPHANT

LVL 67

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	343	195	41	57	44	36	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	Drain	100%	100%	Repel	100%

Skills Slash Attack, Megidola, Ziodyne, Mazionga, Sexy Dance, Spirit Drain

HARMONY GIANT

ARCANA JUSTICE

LVL 77

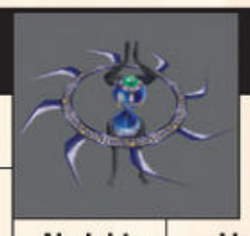
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	390	191	69	59	55	26	33

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	Block	Repel	100%	Weak	Repel	Repel	100%	100%	100%

Skills Slash Attack, Magarudyne, Tempest Slash, Megido

INFINITE SAND

ARCANA FORTUNE



LVL 71

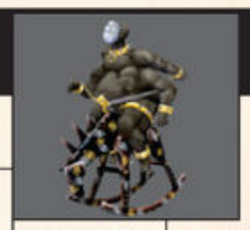
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	383	188	37	61	45	36	41

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	Repel	100%	100%	100%

Skills Slash Attack, Megido, Agidyne, Maragidyne, Masukukaja, Arrow Rain

JOTUN OF EVIL

ARCANA HANGED MAN



LVL 77

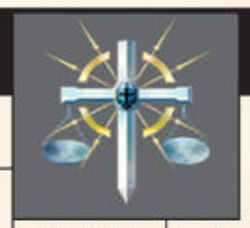
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1260	618	65	80	49	23	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	Weak	Weak	Repel	Repel	Repel	Repel	100%	Repel	Repel

Skills Strike Attack, Hamaon, Bufudyne, Mabufudyne, Provoke, Infuriate, Evade Slash, Evade Strike, Evade Pierce

LIGHT BALANCE

ARCANA JUSTICE



LVL 68

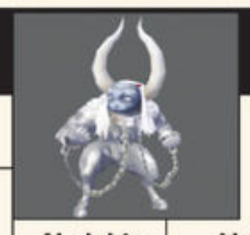
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	386	190	40	50	39	40	42

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	100%	100%	100%	100%	Weak	50%	100%	Block	Block

Skills Pierce Attack, Magarula, Mahama, Mamudo, Megido

MINOTAUR I

ARCANA HANGED MAN



LVL 74

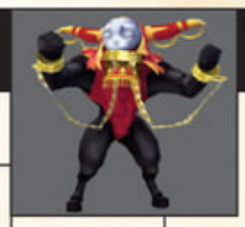
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1230	606	62	66	52	36	13

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	Weak	100%	100%	100%	100%	Repel	Weak

Skills Pierce Attack, Primal Force, Tarukaja, High Counter, Evade Counter

ARCANA **HANGED MAN**

MINOTAUR II



LVL 71

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1200	588	56	61	50	34	19

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	Block	100%	100%	100%	100%	Weak

Skills Pierce Attack, Myriad Arrows, Last Resort, Mediarama, Bufudyne, Matarukaja

ARCANA **STRENGTH**

NEMEAN BEAST

LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	409	174	60	41	57	40	37

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	Weak

Skills Strike Attack, God's Hand, Power Charge, Provoke

ARCANA **HERMIT**

NOBLE SEEKER

LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	375	184	32	67	34	70	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	-	-	-	Repel	-	-	Weak	-	Repel	Repel

Skills Strike Attack, Mudoon, Agidyne, Provoke, Maragidyne

ARCANA **STRENGTH**

ONNEN MUSHA

LVL 70

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	405	172	56	32	48	55	26

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Slash Attack, Tempest Slash, Power Charge, Evade Slash, Evade Strike, Evade Pierce

ARCANA **FORTUNE**

PLATINUM DICE

LVL 73

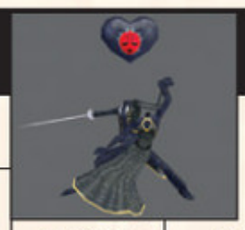
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	439	216	58	28	48	40	52

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	Block	Block	Weak	Block	100%	100%	100%

Skills Strike Attack, Tempest Slash, Akasha Arts, God's Hand

ARCANA **LOVERS**

ROYAL DANCER



LVL 69

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	364	179	45	47	39	35	48

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Repel	100%	Block	Block

Skills Pierce Attack, Myriad Arrows, Sexy Dance, Tentarafoo, Maragion

ARCANA **FORTUNE**

SILVER DICE

LVL 67

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	379	186	50	26	44	38	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	100%	100%	100%	100%	100%	Weak	Weak

Skills Strike Attack, Mighty Swing, Gigantic Fist, Deathbound

ARCANA CHARIOT — SLAUGHTER DRIVE

LVL 66

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	400	170	52	24	50	54	25

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Weak	100%	100%	100%	100%

Skills: Slash Attack, Deathbound, Power Charge, Matarukaja, Tetrakarn

ARCANA PRIESTESS — VEHEMENT IDOL

LVL 89

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	435	247	52	83	45	44	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Repel	Repel	100%	100%	Block	100%	Weak	Repel

Skills: Pierce Attack, Bufudyne, Mabufudyne, Mudoon, Mamudoon

ARCANA CHARIOT — WICKED TURRET

LVL 75

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	405	172	85	25	71	23	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Repel	Repel	Repel	50%	100%	Weak	100%	100%	100%	100%

Skills: Strike Attack, Power Charge, Rakunda, Tarukaja, Myriad Arrows, Agidyne

ARCANA PRIESTESS — WRATHFUL BOOK

LVL 72

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	247	140	39	52	42	43	47

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	Repel	100%	Drain	100%	100%	100%

Skills: Pierce Attack, Magarudyne, Poison Mist, Mabufula, Evil Touch

Unknown Tartarus Block (Monad): 1F-10F

ARCANA HERMIT — ACHERON SEEKER

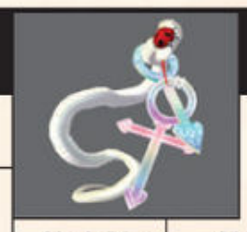
LVL 96

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	478	235	47	73	49	90	36

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	Drain	Drain	Drain	100%	100%	100%

Skills: Strike Attack, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Infuriate, Tetrakarn

ARCANA LOVERS — AMOROUS SNAKE



LVL 93

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	470	230	60	71	49	47	59

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	Drain	Weak	100%	100%	100%	Repel	Weak

Skills: Pierce Attack, Agidyne, Mahama, Sexy Dance, Virus Breath, Re Patra, Mediarahan

ARCANA EMPRESS — DIVINE MOTHER

LVL 90

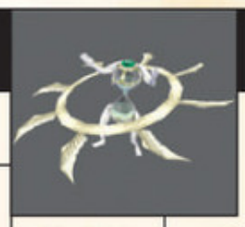
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	438	249	61	67	53	46	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Weak	Block	100%	100%	Repel	Weak

Skills: Strike Attack, Mahama, Mahamaon, Matarunda, Infuriate

ARCANA **FORTUNE**

ETERNAL SAND



LVL 97

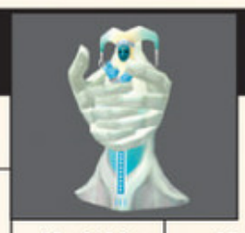
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	481	236	54	78	62	53	51

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	Weak	100%	Block	Block	Block	Drain	100%	100%	100%

Skills Slash Attack, Magarudyne, Garudyne, Masukunda, Wind Break, Eerie Sound, Tentarafoo

ARCANA **MAGICIAN**

GRAND MAGUS



LVL 88

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	432	246	42	85	51	52	41

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	Weak	Repel	100%	100%	100%	Repel	Repel

Skills Strike Attack, Maragidyne, Agidyne, Mind Charge, Tentarafoo, Megidolaon

ARCANA **CHARIOT**

HALLOWED TURRET

LVL 94

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	520	220	95	26	94	30	44

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Repel	Repel	Repel	100%	100%	Weak	100%	100%	50%	50%

Skills Strike Attack, Primal Force, Vile Assault, Power Charge, Marakunda

ARCANA **EMPEROR**

KING CASTLE

LVL 94

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	464	228	71	69	81	27	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Repel	100%	100%	100%	Drain	Weak	100%	50%	50%

Skills Strike Attack, Ziodyne, Maziodyne, God's Hand, Poison Mist, Power Charge, Elec Break

ARCANA **STRENGTH**

TENJIN MUSHA

LVL 95

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	524	221	98	37	62	63	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Weak	Drain	100%	100%	100%

Skills Slash Attack, Vorpal Blade, Myriad Arrows, Power Charge, Matarukaja, Evade Slash, Evade Strike, Evade Pierce

ARCANA **PRIESTESS**

VEHEMENT IDOL

LVL 89

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	435	247	52	83	45	44	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Repel	Repel	100%	100%	Block	100%	Weak	Repel

Skills Pierce Attack, Bufudyne, Mabufudyne, Mudoon, Mamudoon

ARCANA **JUSTICE**

VOID GIANT

LVL 98

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	484	237	90	76	72	28	35

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Drain	Drain	Drain	100%	100%	100%	100%	100%	Repel	Repel

Skills Slash Attack, Mahamaon, Hamaon, Mamudoon, Mudoon, Myriad Arrows, Deathbound

WHITE SIGIL

ARCANA HIEROPHANT

LVL 94

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	444	252	56	88	59	31	49

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	Repel	100%	100%	Weak	Drain	100%	100%	100%	Repel	100%

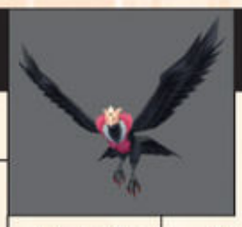
Skills Slash Attack, Megidolaon, Mabufudyne, Mamudoon, Mind Charge, Virus Breath

TARTARUS GUARDIAN *LEGEND*

NAME:	The name of the Tartarus Guardian.
ARCANA:	Indicates the Major Arcana this monster is aligned to.
LOCATION:	Indicates the floor this boss is found within Tartarus. The Tartarus Guardians are arranged on order of appearance.
LVL:	The Level of the Shadow. Comparing this value to the Level of the character determines how much Exp will be earned. The lower the character's level is compared to the Shadow, the more Exp will be gained and vice versa.
STATS:	The base stats of the Shadow, plus its Max HP & SP.
PROPERTIES:	This shows whether the Shadow can Block, Repel, Drain, or is Weak against a particular property. Percentages listed under a property show how effective that property is when used against that Shadow.
SKILLS:	Lists all the skills the Shadow can use. The skill in the highlight cell is the Shadow's normal attack. The attack property of this attack is indicated in the name.

VENUS EAGLE

ARCANA EMPRESS



LOCATION 5F

LVL 5

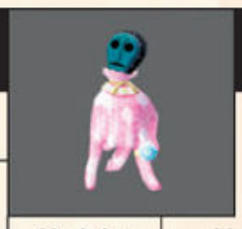
	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	150	100	8	5	4	12	5

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	Weak	Drain	100%	100%	Block	100%	Block	Block

Skills Slash Attack, Garu, Magaru

DANCING HAND

ARCANA MAGICIAN



LOCATION 10F

LVL 7

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	220	120	3	6	4	4	5

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	Weak	100%	10%	10%	10%	10%	100%	Block	Block

Skills Strike Attack, Zio, Bufu, Agi, Tentarafoo, Magaru, Dia,

RAMPAGE DRIVE

ARCANA CHARIOT

LOCATION 14F

LVL 8

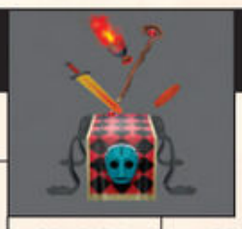
	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	450	450	9	7	10	1	1

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	Block	Repel	Block	75%	100%	150%	100%	100%	Block	Block

Skills Slash Attack, Assault Dive, Tarukaja, Mazio

CRYING TABLE

ARCANA MAGICIAN



LOCATION 25F

LVL 14

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	260	260	13	16	16	11	9

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	50%	Block	50%	Drain	Weak	100%	100%	100%	Block	Block

Skills Strike Attack, Fire Boost, Maragi, Agilao, Poisma, Mighty Swing, Torrent Shot

CHANGE RELIC

ARCANA EMPRESS

LOCATION 36F

LVL 17

	HP	SP	Strength	Magic	Endurance	Agility	Luck
Stats	850	500	14	22	20	12	10

	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
Properties	100%	100%	100%	100%	100%	100%	Block	100%	Block	Block

Skills Pierce Attack, Garula, Magarula, Dekunda, Rakukaja, Poison Mist, Dia

GOLDEN BEETLE

ARCANA EMPEROR

LOCATION 47F

LVL 19

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	240	240	15	11	22	13	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	10%	10%	10%	125%	Block	Weak	125%	100%	Block	Block

Skills Pierce Attack, Tarukaja, Kill Rush, Marakunda, Torrent Shot, Sukukaja

INTREPID KNIGHT

ARCANA EMPEROR

LOCATION 59F

LVL 26

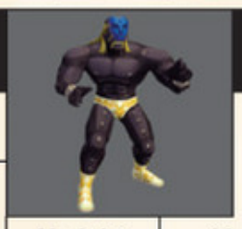
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1000	102	20	18	20	20	12

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	Drain	100%	Block	Block

Skills Pierce Attack, Counterstrike, Garudyne, Kill Rush, Hama, Mind Charge, Magarula, Rakukaja, Makarakarn, Heat Wave, Wind Break

FURIOUS GIGAS

ARCANA STRENGTH



LOCATION 72F

LVL 29

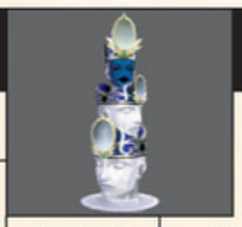
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	500	500	25	12	30	15	17

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	10%	Weak	100%	Block	Block

Skills Strike Attack, High Counter, Power Charge, Rebellion, Sukukaja, Gigantic Fist, Fatal End

FANATIC TOWER

ARCANA HIEROPHANT



LOCATION 85F

LVL 34

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	2000	500	24	25	25	25	20

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	150%	50%	Repel	Repel	Repel	150%	100%	Block	Block

Skills Pierce Attack, Poison Boost, Poison Mist, Mazionga, Mind Charge, Zionga, Elec Break

MAGICAL MAGUS

ARCANA MAGICIAN

LOCATION 98F

LVL 38

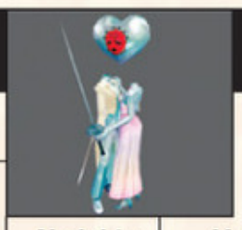
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	700	700	22	35	17	15	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	75%	75%	75%	Weak	Drain	100%	100%	100%	Block	Block

Skills Strike Attack, Mabufula, Mind Charge, Makarakarn, Bufudyne, Ice Break

NATURAL DANCER

ARCANA LOVERS



LOCATION 110F

LVL 40

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1700	500	22	27	25	30	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	10%	100%	10%	Block	100%	Block	Block

Skills Pierce Attack, Charm Boost, Tetrakarn, Sexy Dance, Magarudyne, Garudyne, Hamaon

ARCANE TURRET

ARCANA CHARIOT

LOCATION 122F

LVL 41

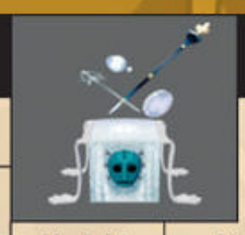
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1000	1000	45	20	33	20	13

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	Block	Weak	Block	150%	100%	Block	Block

Skills Strike Attack, Eerie Sound, Marakunda, Mind Charge, Agidyne, Ziodyne

SLEEPING TABLE

ARCANA **MAGICIAN**



LOCATION **135F**

LVL **50**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1700	500	24	50	20	40	32

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	Block	50%	25%	100%	100%	100%	100%	Block	Block

Skills Strike Attack, Fear Boost, Hamaon, Maragidyne, Megidola, Evil Smile, Ghastly Wail

HELL KNIGHT

ARCANA **EMPEROR**

LOCATION **146F**

LVL **48**

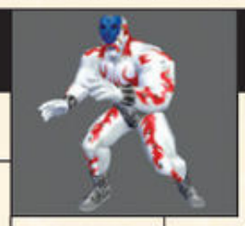
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1200	1200	37	27	32	26	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	50%	Drain	50%	100%	Block	Block

Skills Pierce Attack, Ziodyne, Heat Wave, Concentrate, Mudo, Maziodyne, Rakukaja, Torrent Shot, Tetrakarn, Elec Break, Poison Mist

MYTHICAL GIGAS

ARCANA **STRENGTH**



LOCATION **160F**

LVL **50**

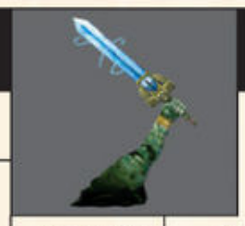
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	2100	500	31	14	60	30	35

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	Repel	Block	Drain	100%	100%	100%	100%	Block	Block

Skills Strike Attack, High Counter, Vile Assault, Rakukaja, Power Charge, Marakunda, Deathbound, Maragidyne

JUDGEMENT SWORD

ARCANA **JUSTICE**



LOCATION **171F**

LVL **54**

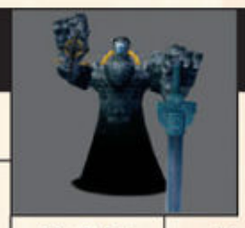
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1300	1300	49	32	28	32	34

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	50%	150%	Drain	125%	100%	Block	Block

Skills Slash Attack, Ziodyne, Tempest Slash, Maziodyne, Marakunda, Matarukaja

STASIS GIANT

ARCANA **JUSTICE**



LOCATION **180F**

LVL **58**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1400	1400	37	47	43	40	21

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	50%	50%	10%	100%	100%	10%	100%	Block	Block

Skills Slash Attack, Fatal End, Zan-Ei, Mighty Swing, Double Fangs, Blade of Fury, Deathbound, Tempest Slash, Power Charge, Posumudi, Me Patra, Diarama

PHANTOM KING

ARCANA **HERMIT**

LOCATION **190F**

LVL **57**

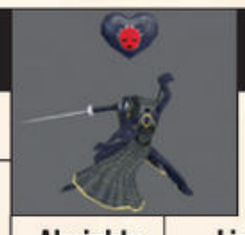
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	2500	500	25	57	36	35	25

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	125%	75%	75%	75%	75%	75%	75%	100%	Block	Block

Skills Slash Attack, Megido, Evil Touch, Hamaon, Evil Smile, Concentrate, Mahamaon

ROYAL DANCER

ARCANA **LOVERS**



LOCATION **201F**

LVL **61**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	1500	40	42	34	30	44

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Marin Karin, Sexy Dance, Pulinpa, Tentarafoo, Poisma, Poison Mist, Primal Force, Dia, Charmdi, Patra, Posumudi

ARCANA **FORTUNE**

RECKONING DICE

LOCATION **211F**

LVL **62**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	2900	500	40	40	40	40	33

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Block	Block	Block	100%	Repel	Block

Skills Slash Attack, Tetrakarn, Megidola, Megidolaon, Provoke, Fury Boost

ARCANA **HERMIT**

NOBLE SEEKER

LOCATION **220F**

LVL **63**

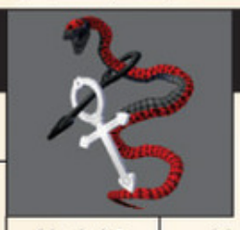
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1700	1700	29	55	31	66	27

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	50%	50%	50%	100%	Block	Block

Skills Strike Attack, Vorpal Blade, Life Drain, Agidyne, Bufudyne, Ziodyne, Maragidyne, Mabufudyne, Maziodyne, Magarudyne

ARCANA **LOVERS**

CARNAL SNAKE



LOCATION **228F**

LVL **67**

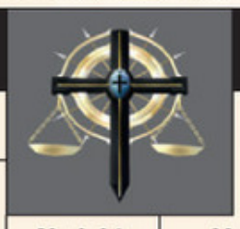
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1600	1600	46	57	36	33	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	10%	100%	10%	10%	100%	Block	Block

Skills Pierce Attack, Fire Break, Spirit Drain, Maragidyne, Agidyne, Mudoon, Tetrakarn, Life Drain, Mamudo, Tarukaja, Rakukaja, Dekaja, Dekunda

ARCANA **JUSTICE**

WORLD BALANCE



LOCATION **236F**

LVL **72**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	3200	500	30	62	42	65	42

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Agidyne, Bufudyne, Ziodyne, Garudyne, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Mamudoon, Mahamaon, Megidola, Megidolaon, Spirit Drain

ARCANA **HANGED MAN**

FIERCE CYCLOPS

LOCATION **244F**

LVL **71**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1700	1700	64	46	55	34	33

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	10%	10%	100%	10%	100%	Block	100%	100%	Block	Block

Skills Slash Attack, Primal Force, Vorpal Blade, Power Charge, Last Resort, Mazionga

ARCANA **HANGED MAN**

JOTUN OF GRIEF

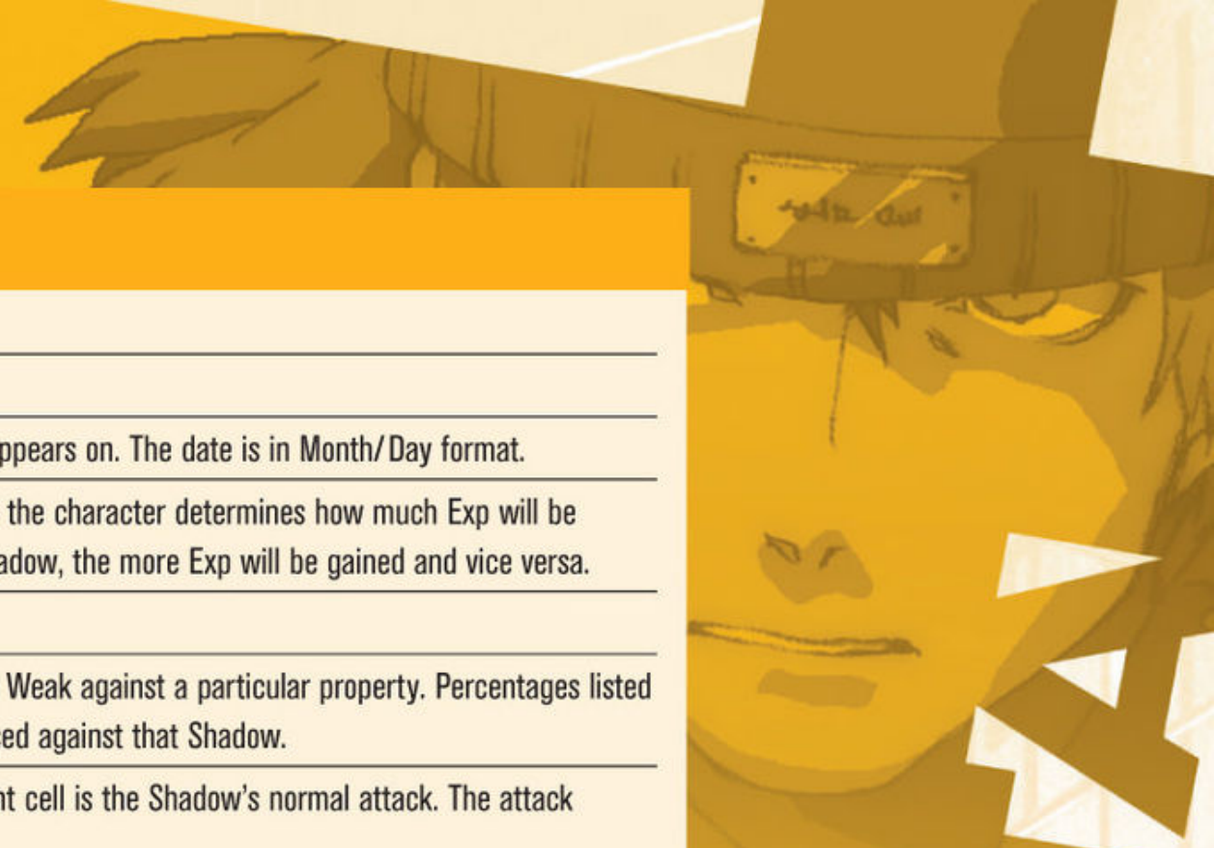
LOCATION **252F**

LVL **73**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	4000	500	57	68	48	39	16

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Drain	Drain	100%	Drain	Drain	Drain	Drain	100%	Block	Block

Skills Strike Attack, Infuriate, Stagnant Air, Primal Force, Megidolaon, Marakunda, Masukunda, Matarunda, Mind Charge

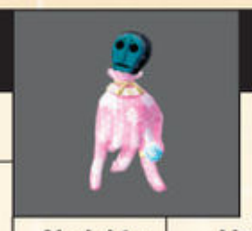


STORY BOSS LEGEND

NAME:	The name of the Tartarus Guardian.
ARCANA:	Indicates the Major Arcana this monster is aligned to.
DATE:	Indicates the date upon which Full Moon Event this monster appears on. The date is in Month/Day format.
LVL:	The Level of the Shadow. Comparing this value to the Level of the character determines how much Exp will be earned. The lower the character's level is compared to the Shadow, the more Exp will be gained and vice versa.
STATS:	The base stats of the Shadow, plus its Max HP & SP.
PROPERTIES:	This shows whether the Shadow can Block, Repel, Drain, or is Weak against a particular property. Percentages listed under a property show how effective that property is when used against that Shadow.
SKILLS:	Lists all the skills the Shadow can use. The skill in the highlight cell is the Shadow's normal attack. The attack property of this attack is indicated in the name.

DANCING HAND

ARCANA MAGICIAN



DATE 5/9

LVL ?

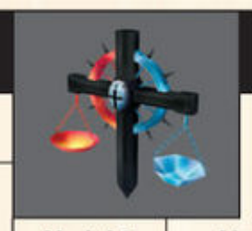
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	?	?	?	?	?	?	?

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Strike Attack, Maubufu, Bufula

HEAT BALANCE

ARCANA MAGICIAN



DATE 5/9

LVL ?

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	?	?	?	?	?	?	?

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	50%	50%	Weak	Weak	100%	100%	100%

Skills Pierce Attack, Agi, Bufu, Maragi, Mabufu

LAUGHING TABLE

ARCANA MAGICIAN

DATE 5/9

LVL ?

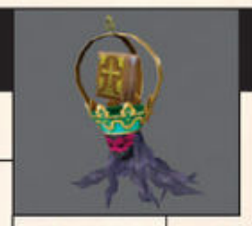
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	?	?	?	?	?	?	?

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Strike Attack, Bufu, Mabufu, Bufula, Pulinpa

SPURIOUS BOOK

ARCANA MAGICIAN



DATE 5/9

LVL ?

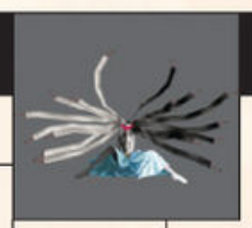
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	?	?	?	?	?	?	?

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Weak	100%	100%	100%	100%	100%	100%

Skills Pierce Attack, Garu, Magaru

PRIESTESS

ARCANA PRIESTESS



DATE 5/9

LVL 10

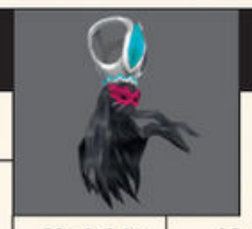
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	300	?	10	10	10	10	10

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Repel	100%	100%	100%	Block	Block

Skills Pierce Attack, Mabufu, Assault Dive, Bufu, Pulinpa, Marin Karin, Summon

MUTTERING TIARA

ARCANA PRIESTESS



DATE 5/9

LVL 7

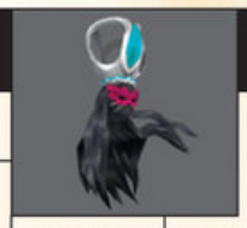
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	100	?	8	8	8	8	8

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	100%	100%	Block	Block

Skills Slash Attack, Agi, Pulinpa

MUTTERING TIARA

ARCANA PRIESTESS



DATE 5/9 — LVL 7

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	70	?	7	7	7	7	7

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Weak	100%	100%	100%	Block	Block

Skills Slash Attack, Dia

EMPEROR

ARCANA EMPEROR

DATE 6/8 — LVL 16

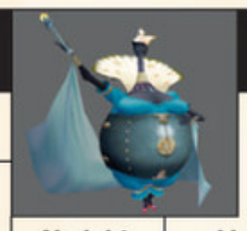
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	600	?	11	11	11	11	1

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	Weak	Weak	Weak	Weak	100%	Block	Block

Skills Slash Attack, Swift Strike, Fatal End, Paradigm Shift

EMPRESS

ARCANA EMPRESS



DATE 6/8 — LVL 16

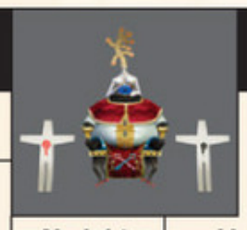
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	500	?	11	11	11	11	1

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Weak	Weak	Weak	Block	Block	Block	Block	100%	Block	Block

Skills Strike Attack, Bewilder, Evil Touch, Marin Karin, Magaru, Paradigm Shift

HIEROPHANT

ARCANA HIEROPHANT



DATE 7/7 — LVL 24

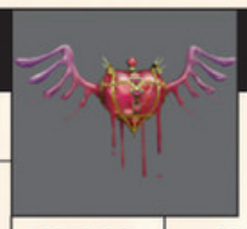
Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	14	16	16	15	18

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Repel	100%	100%	Block	Block

Skills Strike Attack, Prophecy of Ruin, Mazio, Dekaja, Zionga, Swift Strike, Mazionga, Sukunda

LOVERS

ARCANA LOVERS



DATE 7/7 — LVL 25

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	15	16	17	15	19

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Strike Attack, Heart Breaker, Marin Karin, Maragion, Holy Arrow, Pulinpa, Life Drain, Spirit Drain

CHARIOT

ARCANA CHARIOT

DATE 8/6 — LVL 34

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	20	20	25	15	20

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Strike Attack, Kill Rush, Tentarafoo, Evil Smile, Swift Strike, Power Charge, Reassemble

JUSTICE

ARCANA JUSTICE

DATE 8/6 — LVL 34

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	15	20	20	20	20

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Twin Shot, Torrent Shot, Hama, Myriad Arrows, Hama, Vile Assault, Reassemble

ARCANA ??? — ???

DATE 8/6

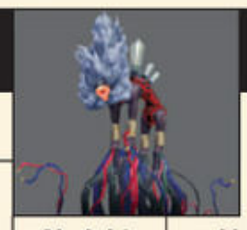
LVL 35

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	25	20	28	20	25

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Kill Rush, Tentarafoo, Poison Mist

ARCANA HERMIT — HERMIT



DATE 9/5

LVL 39

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	3500	?	25	30	30	25	20

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Drain	100%	100%	Block	Block

Skills Pierce Attack, Giga Spark, Mind Charge, Zionga, Mazionga, Electrical Charge

ARCANA FORTUNE — FORTUNE

DATE 10/4

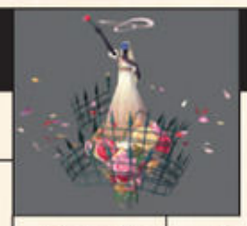
LVL 46

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	3000	?	29	29	29	29	29

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Strike Attack, Arrow Rain, Torrent Shot, Garudyne, Magarudyne, Wheel of Fortune

ARCANA STRENGTH — STRENGTH



DATE 10/4

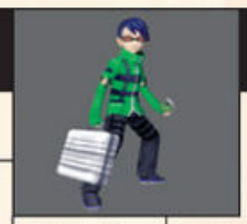
LVL 46

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	4000	?	29	29	29	29	29

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Heat Wave, Tempest Slash, Gigantic Fist, Eerie Sound, Sexy Dance, Vile Assault

ARCANA HERMIT — JIN



DATE 11/3

LVL 53

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	35	35	35	31	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Repel	100%	100%	100%	100%	Block	Repel

Skills Fire Attack, Mudoon, Maragion, Tarukaja, Mudo

ARCANA FORTUNE — TAKAYA

DATE 11/3

LVL 53

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	35	35	35	31	30

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Pierce Attack, Agidyne, Garudyne, Bufudyne, Ziodyne, Mind Charge, Megido

ARCANA HANGED MAN — HANGED MAN

DATE 10/3

LVL 54

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	5500	?	33	33	33	33	33

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Strike Attack, Akasha Arts, God's Hand, Summon

ARCANA HANGED MAN — DEVIOUS MAYA

DATE 10/3

LVL 40

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	500	?	20	20	20	20	20

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	Weak	100%	100%	100%	100%

Skills Slash Attack, [Last Resort]

STATUE (LEFT)

ARCANA: HANGED MAN

DATE 10/3 — LVL 48

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	250	?	28	28	28	28	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	100%	100%	100%	100%	Block	Block

Skills: Slash Attack, Agilao

STATUE (MIDDLE)

ARCANA: HANGED MAN

DATE 10/3 — LVL 48

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	250	?	28	28	28	28	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Block	100%	100%	100%	Block	Block

Skills: Slash Attack, Bufula

STATUE (RIGHT)

ARCANA: HANGED MAN

DATE 10/3 — LVL 48

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	250	?	28	28	28	28	28

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Block	100%	100%	Block	Block

Skills: Slash Attack, Zionga

CHIDORI

ARCANA: HANGED MAN

DATE 11/22 — LVL 56

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1200	?	35	35	35	35	35

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	100%	100%	100%	100%	Block	Block

Skills: Slash Attack, Marin Karin, Sexy Dance, Poisma, Agilao, Marakunda, Mamudoon, Tetrakarn, Mind Charge, Masukunda, Agidyne, Matarunda, Maragidyne, Spring of Life

JIN

ARCANA: HERMIT

DATE 1/31 — LVL 74

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	5000	?	45	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Repel	100%	100%	100%	100%	Block	Repel

Skills: Fire Attack, Stagnant Air, Poison Mist, Sexy Dance, Infuriate, Megido, Fatal End, Gigantic Fist, Torrent Shot, Agidyne, Bufudyne, Ziodyne, Garudyne, Hamaon, Mudoon, Blade of Fury, Swift Strike, Arrow Rain, Maragion, Mabufula, Mazionga, Magarula, Mahama, Mamudo

TAKAYA

ARCANA: FORTUNE

DATE 1/31 — LVL 75

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	7000	?	45	60	45	45	50

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Repel	Block

Skills: Pierce Attack, Agidyne, Bufudyne, Ziodyne, Garudyne, Mind Charge, Megidola, Mahamaon, Mamudoon

NYX AVATAR

ARCANA: FOOL

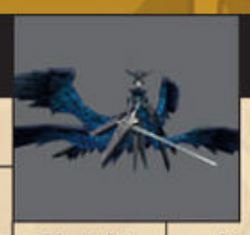
LOCATION 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills: Almighty Attack

ARCANA MAGICIAN — NYX AVATAR



DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Drain	100%	100%	100%	100%	Block	Block

Skills Almighty Attack, Fire Break, Agi, Agilao, Agidyne, Maragi, Maragion, Maragidyne

ARCANA PRIESTESS — NYX AVATAR

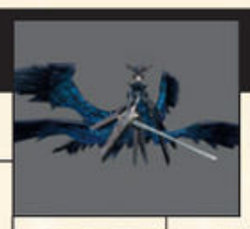
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	Drain	100%	100%	100%	Block	Block

Skills Almighty Attack, Ice Break, Bufu, Bufula, Bufudyne, Mabufu, Mabufula, Mabufudyne

ARCANA EMPRESS — NYX AVATAR



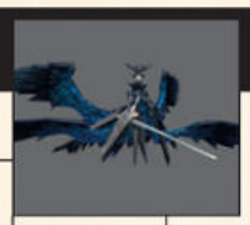
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Drain	100%	Block	Block

Skills Almighty Attack, Wind Break, Garu, Garula, Garudyne, Magaru, Magarula, Magarudyne

ARCANA EMPEROR — NYX AVATAR



DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	Drain	100%	100%	Block	Block

Skills Almighty Attack, Elec Break, Zio, Zionga, Ziodyne, Mazio, Mazionga, Maziodyne

ARCANA HIEROPHANT — NYX AVATAR

DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	100%	100%	100%	100%	100%	Repel	Repel

Skills Almighty Attack, Rebellion, Revolution, Cruel Attack, Vile Assault, Fatal End

ARCANA LOVERS — NYX AVATAR

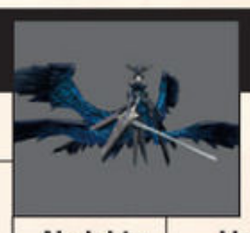
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Block	100%	Block	Block

Skills Almighty Attack, Marin Karin, Pulinpa, Tentarafoo, Holy Arrow

ARCANA CHARIOT — NYX AVATAR



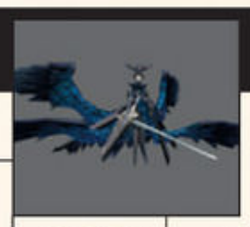
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	150%	150%	150%	150%	100%	Block	Block

Skills Almighty Attack, Power Charge, God's Hand, Heat Wave

ARCANA JUSTICE — NYX AVATAR



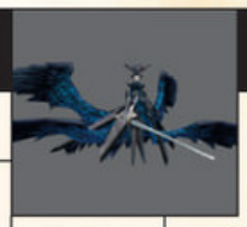
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Block	100%	100%	100%	Repel	Block

Skills Almighty Attack, Mahama, Hamaon, Tarukaja

ARCANA HERMIT — NYX AVATAR



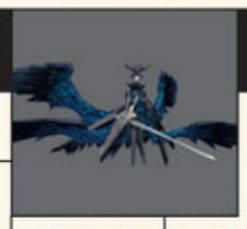
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	Block	100%	Block	Block

Skills Almighty Attack, Tetrakarn, Makarakarn, Foul Breath, Mudoon, Mamudo, Poisma, Mamudoon, Tentarafoo

ARCANA FORTUNE — NYX AVATAR



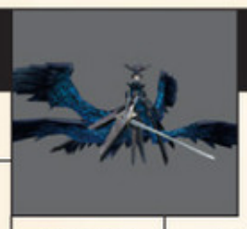
LOCATION 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Block	Block	Block	100%	Block	Block

Skills Almighty Attack, Agi, Agilao, Agidyne, Maragi, Maragion, Maragidyne, Bufu, Bufula, Bufudyne, Mabufu, Mabufula, Mabufudyne, Zio, Zionga, Ziodyne, Mazio, Mazionga, Maziodyne, Garu, Garula, Garudyne, Magaru, Magarula, Magarudyne

ARCANA STRENGTH — NYX AVATAR



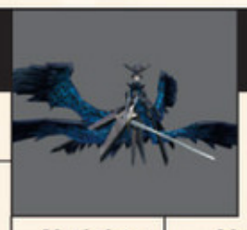
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	100%	100%	100%	100%	100%	Block	Block

Skills Almighty Attack, Power Charge, Deathbound, Tempest Slash, Rakunda

ARCANA HANGED MAN — NYX AVATAR



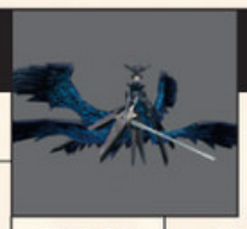
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	1500	?	50	50	45	45	45

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	75%	75%	75%	100%	100%	100%	100%	100%	Block	Block

Skills Almighty Attack, Mudo, Mudoon, Evil Touch, Megidola, Mind Charge, Ghastly Wail

ARCANA DEATH — NYX AVATAR



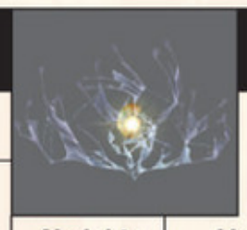
DATE 1/31 — LVL 76

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	6000	?	55	55	55	55	55

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	50%	50%	50%	50%	100%	Block	Block

Skills Almighty Attack, Night Queen, Moonless Gown, Agidyne, Bufudyne, Ziodyne, Garudyne, Poison Mist, Mind Charge, Dekunda, Dekaja, Megidola, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Power Charge, Tarukaja, Rakukaja, Sukukaja, Matarunda, Marakunda, Masukunda, Evil Smile, Fire Break, Ice Break, Elec Break, Wind Break

ARCANA DEATH — NYX



DATE 1/31 — LVL 99

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	10000	?	99	99	99	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%

Skills Almighty Attack, Death

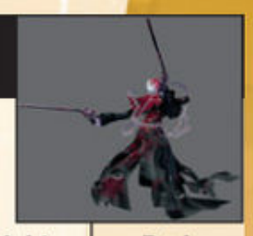
OPTIONAL BOSS *LEGEND*

NAME:	The name of the enemy.
LOCATION:	Indicates where the enemy is found.
PERSONA:	Elizabeth can switch Personas at will during a battle. When Elizabeth switches to another Persona, her Properties and Skills will change according to the Persona she switched to.
LVL:	The Level of the enemy. Comparing this value to the Level of the character determines how much Exp will be earned. The lower the character's level is compared to the enemy, the more Exp will be gained and vice versa.
STATS:	The base stats of the enemy, plus its Max HP & SP.
PROPERTIES:	This shows whether the enemy can Block, Repel, Drain, or is Weak against a particular property. Percentages listed under a property show how effective that property is when used against that enemy.
SKILLS:	Lists all the skills the enemy can use. The skill in the highlight cell is the enemy's normal attack. The attack property of this attack is indicated in the name.

ARCANA **DEATH**

THE REAPER

LOCATION **TARTARUS**



LVL **99**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	4444	9999	66	66	66	99	66

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	50%	50%	50%	50%	100%	Block	Block

Skills Pierce Attack, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Myriad Arrows, Vile Assault, Megidolaon, Life Drain, Spirit Drain, Vorpal Blade, Mudoon, Hamaon, Fire Break, Ice Break, Elec Break, Wind Break, Mamudoon

ARCANA **???**

ELIZABETH

LOCATION **UNKNOWN TARTARUS BLOCK (MONAD): 10F**

LVL **99**

Stats	HP	SP	Strength	Magic	Endurance	Agility	Luck
	20000	?	99	99	99	99	99

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	100%	100%	100%	100%	100%	Block	Block

Skills Slash Attack

PERSONA **SURT** — **Skills:** Maragidyne

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	Drain	150%	100%	100%	50%	Block	Block

PERSONA **JACK FROST** — **Skills:** Mabufudyne

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Block	150%	Drain	100%	150%	50%	Block	Block

PERSONA **THOR** — **Skills:** Maziodyne

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	100%	100%	100%	100%	100%	150%	50%	Block	Block

PERSONA **CU CHULAINN** — **Skills:** Magarudyne

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	Block	100%	Drain	100%	Drain	50%	Block	Block

PERSONA **METATRON** — **Skills:** Mahamaon

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	100%	100%	Block	Block	Block	Block	50%	Block	Block

PERSONA **ALICE** — **Skills:** Mamudoon

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	100%	Block	100%	Drain	150%	100%	100%	50%	Block	Block

PERSONA **NEBIROS** — **Skills:** Sexy Dance, Eerie Noise, Tentarafoo, Evil Smile, Poison Mist

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	50%	50%	50%	50%	50%	50%	50%	25%	Block	Block

PERSONA **MASAKADO** — **Skills:** Megidolaon

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	Block	Block	Block	Block	50%	Block	Block

PERSONA **PIXIE** — **Skills:** Megidolaon, Diarahan

Properties	Slash	Strike	Pierce	Fire	Ice	Electricity	Wind	Almighty	Light	Dark
	Block	Block	Block	Block	Block	Block	Block	50%	Block	Block

SKILLS LISTS

The various skills in the game are all listed here and can be divided into six different groupings: Aid Skills, for abilities such as Dia or Tarukaja; Magic Attack Skills, for Agi and similar direct-damage "spells"; Physical Attack Skills, for attacks that consume HP; Passive Support Skills, for skills which enhance a character's performance; Tactical Support Skills, for skills learned by Fuuka; and Fusion Skills, which you obtain by having two particular Personas in your stock.

AID SKILLS LEGEND

NAME:	The name of the skill.
RANK:	The rank of the skill indicates its potential to be transferred. A higher rank skill is more likely to be transferred in place of a lower rank skill. A skill's rank is a general indicator of how powerful it is. Aid Skills are arranged according to their ranks within their property classification.
COST:	Indicates how much SP will be expended to use the skill.
PROPERTY:	The classification of the skill, according to the Skill Transference table on P.25. Aid skills are arranged according to three properties: Recovery (for HP and status recovery skills), Enhance (for skills that offer added assistance in battle), and Special (for skills that don't fall under either of those classifications).
CHANGE:	Indicates the possibility that when a Persona gains a level, it will ask you to change this skill into something else. What the skill changes into is randomly determined.
TARGET:	Identifies the possible targets the skill will affect.
USAGE:	Identifies when this skill can be used.
DESCRIPTION:	Provides a detailed explanation on the skill's effect.
PERSONAS:	Lists the Personas that naturally carry this skill. If a Persona doesn't initially come with this skill, the level at which it learns it will be mentioned in brackets.

PATRA

Rank 1 | PROPERTY Recovery | COST 3 SP

Change	Yes	Target	One Ally	Usage	Battle
Personas	Angel, Archangel (Lv 11), Nigi Mitama				
Description	Recover from Panic, Distress, and Fear				

DIA

Rank 2 | PROPERTY Recovery | COST 4 SP

Change	Yes	Target	One Ally	Usage	Anytime
Personas	Unicorn, Omoikane, Pixie				
Description	Recovers a small amount of HP				

CHARMDI

Rank 2 | PROPERTY Recovery | COST 5 SP

Change	No	Target	One Ally	Usage	Battle
Personas	Sarasvati, Ganga, Parvati, Narcissus (Lv 22), Angel (Lv 8), Clotho				
Description	Recover from Charm status				

ENRADI

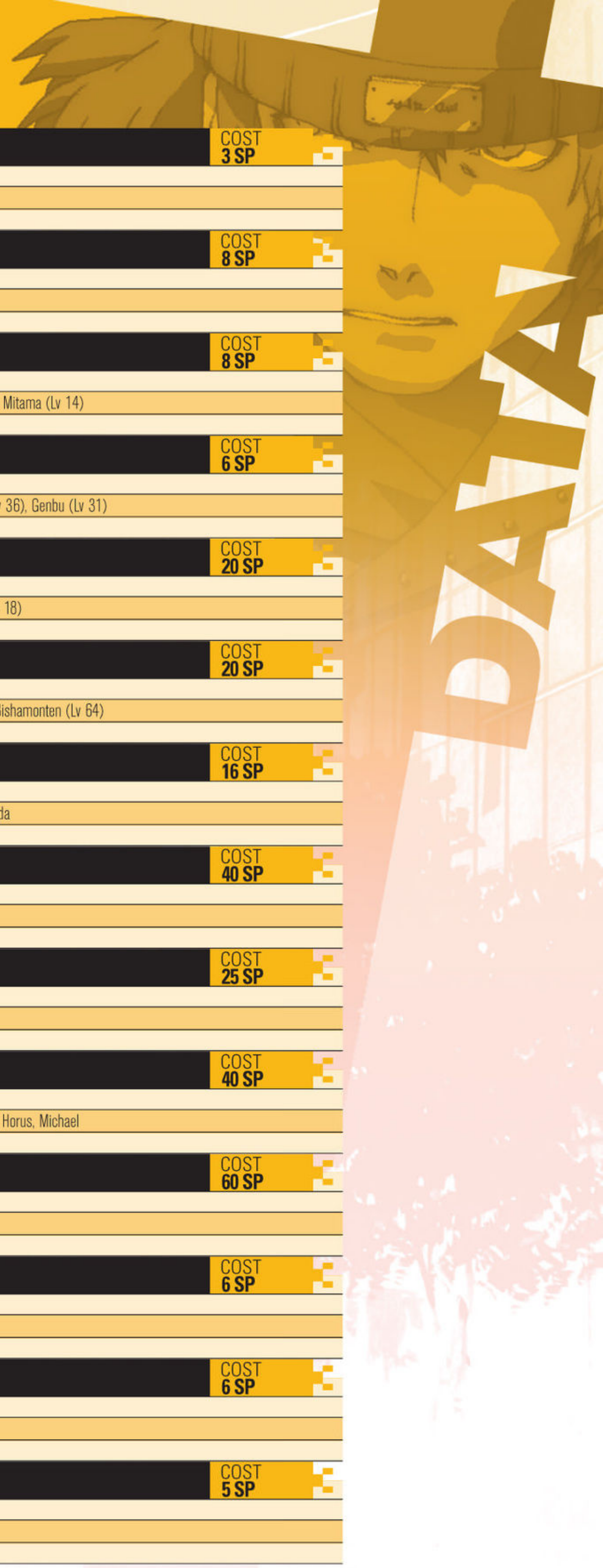
Rank 2 | PROPERTY Recovery | COST 5 SP

Change	No	Target	One Ally	Usage	Battle
Personas	Sati (Lv 24), Unicorn (Lv 13), Omoikane (Lv 8)				
Description	Recover from Rage status				

POSUMUDI

Rank 2 | PROPERTY Recovery | COST 5 SP

Change	No	Target	One Ally	Usage	Anytime
Personas	Apsaras (Lv 4), Sarasvati, Forneus (Lv 11), Queen Mab, Nigi Mitama				
Description	Recover from Poison				



Rank	PROPERTY	RE PATRA	COST
2	Recovery		3 SP

Change	No	Target	One Ally	Usage	Battle
Personas	Nekomata (Lv 7), Jack Frost, Kusi Mitama				
Description	Recover from Down status				

Rank	PROPERTY	DIARAMA	COST
3	Recovery		8 SP

Change	Yes	Target	One Ally	Usage	Anytime
Personas	Ganga (Lv 30), Parvati, Leanan Sidhe, Saki Mitama, Yatagarasu				
Description	Recovers a moderate amount of HP				

Rank	PROPERTY	MEDIA	COST
3	Recovery		8 SP

Change	No	Target	All Allies	Usage	Anytime
Personas	Sati, Ganga, Leanan Sidhe, Oberon, Principality (Lv 18), Inugami (Lv 13), Nigi Mitama (Lv 14)				
Description	Recovers a small amount of HP				

Rank	PROPERTY	ME PATRA	COST
3	Recovery		6 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Sarasvati (Lv 23), Leanan Sidhe, Omoikane (Lv 13), Power (Lv 28), Clotho (Lv 36), Genbu (Lv 31)				
Description	Recover from Panic, Distress, and Fear				

Rank	PROPERTY	RECARM	COST
4	Recovery		20 SP

Change	No	Target	One Ally	Usage	Anytime
Personas	Queen Mab (Lv 28), Principality (Lv 20), Lachesis, Hanuman, Nigi Mitama (Lv 18)				
Description	Recover from Unconscious with half HP				

Rank	PROPERTY	DIARAHAN	COST
5	Recovery		20 SP

Change	Yes	Target	One Ally	Usage	Anytime
Personas	Parvati (Lv 40), Laksmi, Hariti, Ananta (Lv 43), Daisoujou, Ubelluris (Lv 54), Bishamonten (Lv 64)				
Description	Recovers all HP				

Rank	PROPERTY	MEDIARAMA	COST
5	Recovery		16 SP

Change	No	Target	All Allies	Usage	Anytime
Personas	Kikuri-Hime, Leanan Sidhe (Lv 38), Kingu, Saki Mitama (Lv 42), Titania, Garuda				
Description	Recovers a moderate amount of HP				

Rank	PROPERTY	SAMARECARM	COST
5	Recovery		40 SP

Change	No	Target	One Ally	Usage	Anytime
Personas	Hariti (Lv 61), Kohryu, Cybele, Attis (Lv 61)				
Description	Recover from Unconscious with full HP				

Rank	PROPERTY	AMRITA	COST
6	Recovery		25 SP

Change	No	Target	All Allies	Usage	Anytime
Personas	Scathach (Lv 62), Laksmi (Lv 54), Garuda (Lv 68), Jatayu (Lv 57)				
Description	Recover from all status ailments				

Rank	PROPERTY	MEDIARAHAN	COST
7	Recovery		40 SP

Change	No	Target	All Allies	Usage	Anytime
Personas	Hariti (Lv 59), Kohryu (Lv 63), Raphael (Lv 63), Throne (Lv 55), Melchizedek, Horus, Michael				
Description	Recovers all HP				

Rank	PROPERTY	SALVATION	COST
9	Recovery		60 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Lucifer (Lv 92), Sandalphon (Lv 80), Vishnu (Lv 84), Messiah (Lv 93)				
Description	Recovers all HP and status ailments				

Rank	PROPERTY	RAKUKAJA	COST
2	Enhance		6 SP

Change	No	Target	One Ally	Usage	Battle
Personas	Ara Mitama, Naga, Fortuna (Lv 19), Lilim (Lv 9)				
Description	Improves Defense power for 3 turns				

Rank	PROPERTY	RAKUNDA	COST
2	Enhance		6 SP

Change	No	Target	One Enemy	Usage	Battle
Personas	Pixie (Lv 3), Ara Mitama (Lv 7), Chimera (Lv 12), Ares				
Description	Lowers Defense power for 3 turns				

Rank	PROPERTY	REBELLION	COST
2	Enhance		5 SP

Change	No	Target	All Enemies and Allies	Usage	Battle
Personas	Legion, Berith (Lv 17), Ares (Lv 22), Titan, Vetala				
Description	Increases probability of Critical hits for 3 turns				

Rank 2	PROPERTY Enhance	SUKUKAJA	COST 6 SP
Change	Yes	Target	One Ally	Usage	Battle
Personas	Ara Mitama (Lv 8), Angel (Lv 5), Archangel, Loa
Description	Improves Hit & Evasion rates for 3 turns

Rank 2	PROPERTY Enhance	SUKUNDA	COST 6 SP
Change	Yes	Target	One Enemy	Usage	Battle
Personas	Pyro Jack, Apsaras (Lv 5), Jikokuten
Description	Lowers Hit & Evasion rates for 3 turns

Rank 2	PROPERTY Enhance	TARUKAJA	COST 6 SP
Change	Yes	Target	One Ally	Usage	Battle
Personas	Forneus, Berith, Zouchouten, Taraka
Description	Improves Attack power for 3 turns

Rank 2	PROPERTY Enhance	TARUNDA	COST 6 SP
Change	Yes	Target	One Enemy	Usage	Battle
Personas	Orpheus (Lv 6), Yomotsu Shikome, Take-Minakata
Description	Lowers Attack power for 3 turns

Rank 3	PROPERTY Enhance	DEKUNDA	COST 15 SP
Change	No	Target	All Allies	Usage	Battle
Personas	Ananta, Narcissus (Lv 24), Saki Mitama (Lv 43), Samael (Lv 39), Genbu (Lv 32)
Description	Cancel -nda effects

Rank 3	PROPERTY Enhance	REVOLUTION	COST 5 SP
Change	No	Target	All Enemies and Allies	Usage	Battle
Personas	Power (Lv 30), Jikokuten (Lv 31), Kali (Lv 53), Eligor
Description	Greatly increases probability of Critical hits for 3 turns

Rank 4	PROPERTY Enhance	ELEC BREAK	COST 15 SP
Change	No	Target	One Enemy	Usage	Battle
Personas	Take-Mikazuchi (Lv 29), Hokuto Seikun (Lv 36), Lilith (Lv 65)
Description	Removes Electrical Resist, Block, Repel, and Drain properties for 3 turns

Rank 4	PROPERTY Enhance	FIRE BREAK	COST 15 SP
Change	No	Target	One Enemy	Usage	Battle
Personas	Okuninushi (Lv 48), Incubus (Lv 38), Succubus, Seth
Description	Removes Fire Resist, Block, Repel, and Drain properties for 3 turns

Rank 4	PROPERTY Enhance	ICE BREAK	COST 15 SP
Change	No	Target	One Enemy	Usage	Battle
Personas	Laksmi (Lv 49), King Frost (Lv 32), Trumpeter (Lv 68)
Description	Removes Ice Resist, Block, Repel, and Drain properties for 3 turns

Rank 4	PROPERTY Enhance	MARAKUNDA	COST 12 SP
Change	No	Target	All Enemies	Usage	Battle
Personas	Black Frost (Lv 35), Kali, Alice (Lv 60), Girimehkala
Description	Lowers Defense power for 3 turns

Rank 4	PROPERTY Enhance	MASUKUNDA	COST 12 SP
Change	No	Target	All Enemies	Usage	Battle
Personas	Kurama Tengu, Samael, Yatagarasu (Lv 31)
Description	Lowers Hit & Evasion rates for 3 turns

Rank 4	PROPERTY Enhance	MATARUNDA	COST 12 SP
Change	No	Target	All Enemies	Usage	Battle
Personas	Decarabia, Rangda (Lv 42), Seiryuu (Lv 38)
Description	Lowers Attack power for 3 turns

Rank 4	PROPERTY Enhance	POWER CHARGE	COST 15 SP
Change	No	Target	Self	Usage	Battle
Personas	Scathach (Lv 65), Narasimha (Lv 48), Siegfried, Chu Chulainn (Lv 43), Ganesha
Description	The next Slash, Strike, Pierce, or Almighty physical attack will be 2.5 times greater in power

Rank	PROPERTY	WIND BREAK	COST
4	Enhance		15 SP

Change	No	Target	One Enemy	Usage	Battle
Personas	Orobas (Lv 30)				
Description	Removes Wind Resist, Block, Repel, and Drain properties for 3 turns				

Rank	PROPERTY	DEKAJA	COST
5	Enhance		15 SP

Change	No	Target	All Enemies	Usage	Battle
Personas	Koumokuten, Take-Minakata (Lv 26), Vetala (Lv 26), Yamatano-Orochi (Lv 28)				
Description	Cancel -kaja effects				

Rank	PROPERTY	MARAKUKAJA	COST
5	Enhance		12 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Decarabia (Lv 48), Parvati (Lv 36), Hariti, Nandi, Quetzalcoatl				
Description	Improves Defense power for 3 turns				

Rank	PROPERTY	MASUKUKAJA	COST
5	Enhance		12 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Nata Taishi, Lachesis, Suzaku				
Description	Improves Hit & Evasion rates for 3 turns				

Rank	PROPERTY	MATARUKAJA	COST
5	Enhance		12 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Black Frost (Lv 40), Raja Naga (Lv 37), Raphael (Lv 64), Cu Chulainn				
Description	Improves Attack power for 3 turns				

Rank	PROPERTY	MIND CHARGE	COST
5	Enhance		15 SP

Change	No	Target	Self	Usage	Battle
Personas	Titania, Atropos (Lv 57), Dionysus, Vishnu (Lv 80)				
Description	The next Fire, Ice, Electrical, Wind, or Almighty magic attack will be 2.5 times greater in power				

Rank	PROPERTY	MAKARAKARN	COST
7	Enhance		55 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Alilat, Lilith, Beelzebub, Sandalphon, Anubis (Lv 61)				
Description	Repel 1 Fire, Ice, Electrical, Wind, Light, or Dark attack				

Rank	PROPERTY	TETRAKARN	COST
7	Enhance		55 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Susano-o, Skadi, Arahabaki (Lv 58), Asura (Lv 87), Trumpeter (Lv 70)				
Description	Repel 1 Slash, Strike, or Pierce attack				

Rank	PROPERTY	RECARMDRA	COST
7	Special		1 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Throne (Lv 53), Vasuki (Lv 40), Ubelluris, Attis				
Description	Recovers all HP but sets user's HP to 1				

Rank	PROPERTY	TRAFURI	COST
8	Special		25 SP

Change	No	Target	All Allies	Usage	Battle
Personas	Black Frost (Lv 37), Sati (Lv 25), Orobas (Lv 31), Pixie (Lv 8)				
Description	Escape from a random encounter				

MAGIC ATTACK SKILLS *LEGEND*

NAME:	The name of the skill.
RANK:	The rank of the skill indicates its potential to be transferred. A higher rank skill is more likely to be transferred in place of a lower rank skill. A skill's rank is a general indicator of how powerful it is. Magic Attack Skills are arranged according to their ranks within their property classification.
COST:	Indicates how much SP will be expended to use the skill.
PROPERTY:	The classification of the skill, according to the Skill Transference table on P.25. Magic Attack Skills are arranged according to several properties listed in this order: Fire, Ice, Electricity, Wind, Light, Dark, Almighty, Fear, Panic, Distress, Poison, Charm, and Rage.
CHANGE:	Indicates the possibility that when a Persona gains a level, it will ask you to change this skill into something else. What the skill changes into is randomly determined.
TARGET:	Identifies the possible targets the skill will affect.
POWER:	Indicates how strong the skill is at inflicting damage.

MAGIC ATTACK SKILLS LEGEND (CONT)

ACCURACY:	Indicates the base hit rate of the skill. The Agility stats of the user and the target will affect the actual hit rate. 100% Accuracy means the skill is unavoidable regardless of Agility.
DESCRIPTION:	Provides a detailed explanation on the skill's effect.
PERSONAS:	Lists the Personas that naturally carry this skill. If a Persona doesn't initially come with this skill, the level at which it learns it will be mentioned in brackets.

AGI

Rank 1 | PROPERTY Fire | COST 3 SP

Change	Yes	Target	One Enemy	Power	50	Accuracy	95%

Personas: Orpheus (Lv 2), Nekomata, Pyro Jack, Berith, Ara Mitama, Chimera, Lilim

Description: Inflicts a small amount of Fire damage

MARAGI

Rank 2 | PROPERTY Fire | COST 6 SP

Change	No	Target	All Enemies	Power	50	Accuracy	90%

Personas: Nekomata (Lv 10), Pyro Jack, Sati, Berith (Lv 16), Flauros

Description: Inflicts a small amount of Fire damage

AGILAO

Rank 3 | PROPERTY Fire | COST 6 SP

Change	Yes	Target	One Enemy	Power	100	Accuracy	95%

Personas: Ose, Black Frost, Pyro Jack (Lv 19), Sati (Lv 23), Rangda , Lamia, Orthrus, Incubus

Description: Inflicts a moderate amount of Fire damage

MARAGION

Rank 4 | PROPERTY Fire | COST 12 SP

Change	No	Target	All Enemies	Power	100	Accuracy	90%

Personas: Kikuri-Hime, Okuninushi, Incubus (Lv 35), Eligor (Lv 32)

Description: Inflicts a moderate amount of Fire damage

AGIDYNE

Rank 5 | PROPERTY Fire | COST 12 SP

Change	Yes	Target	One Enemy	Power	320	Accuracy	95%

Personas: Rangda (Lv 46), Surt, Okuninushi (Lv 46), Succubus, Uriel, Seth, Asura

Description: Inflicts a large amount of Fire damage

MARAGIDYNE

Rank 6 | PROPERTY Fire | COST 24 SP

Change	No	Target	All Enemies	Power	320	Accuracy	90%

Personas: Surt (Lv 52), Kohryu, Uriel (Lv 56), Bishamonten, Saturnus, Lucifer, Seth, Satan

Description: Inflicts a large amount of Fire damage

RAGNAROK

Rank 9 | PROPERTY Fire | COST 30 SP

Change	No	Target	One Enemy	Power	650	Accuracy	99%

Personas: Surt (Lv 56)

Description: Inflicts a huge amount of Fire damage

BUFU

Rank 1 | PROPERTY Ice | COST 4 SP

Change	Yes	Target	One Enemy	Power	50	Accuracy	95%

Personas: Jack Frost, Apsaras, Forneus, Yomotsu Shikome, Fortuna

Description: Inflicts a small amount of Ice damage

MABUFU

Rank 2 | PROPERTY Ice | COST 8 SP

Change	No	Target	All Enemies	Power	50	Accuracy	90%

Personas: Jack Frost (Lv 13), Sarasvati, Ganga, King Frost, Valkyrie (Lv 15), Mithra, Yamatano-Orochi

Description: Inflicts a small amount of Ice damage

BUFULA

Rank 3 | PROPERTY Ice | COST 8 SP

Change	Yes	Target	One Enemy	Power	100	Accuracy	95%

Personas: Black Frost, Sarasvati (Lv 22), Ganga (Lv 27), King Frost, Genbu, Seiryuu

Description: Inflicts a moderate amount of Ice damage

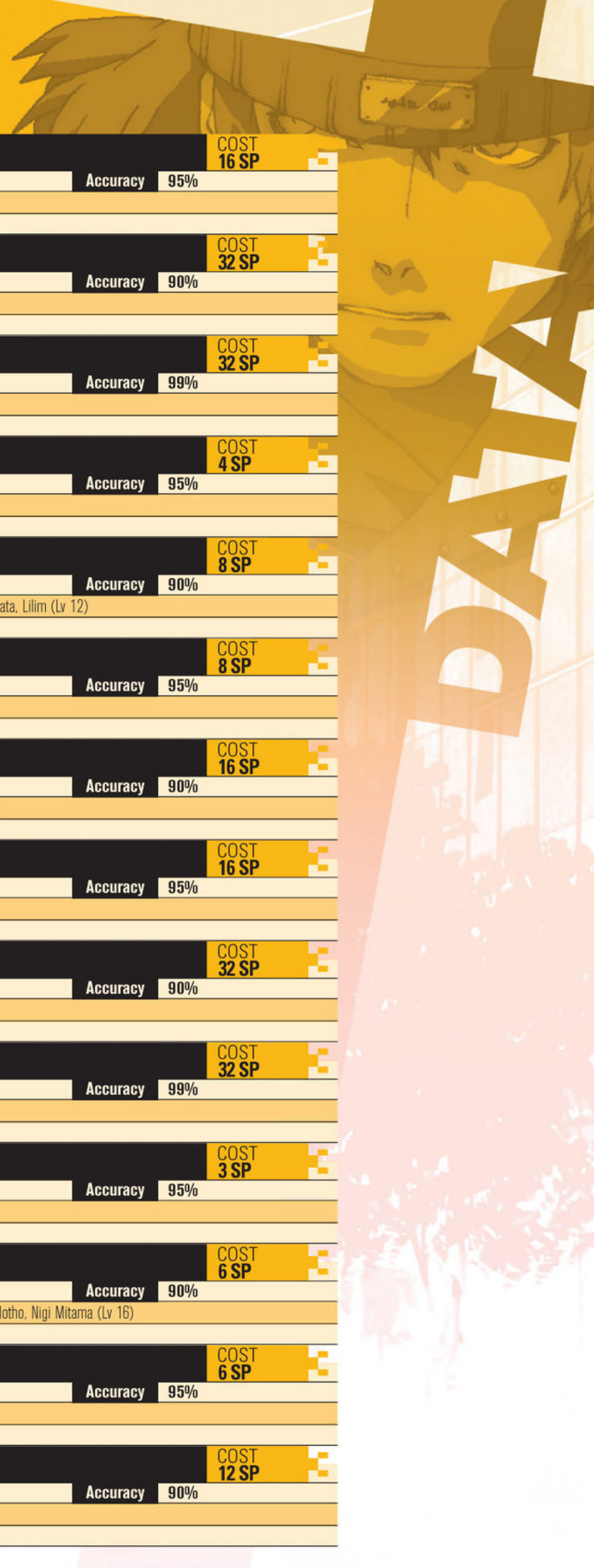
MABUFULA

Rank 4 | PROPERTY Ice | COST 16 SP

Change	No	Target	All Enemies	Power	100	Accuracy	90%

Personas: Parvati (Lv 38), Laksmi, King Frost (Lv 36), Seiryuu (Lv 37)

Description: Inflicts a moderate amount of Ice damage



Rank 5 — BUFUDYNE

PROPERTY: Ice | COST: 16 SP

Change	Yes	Target	One Enemy	Power	320	Accuracy	95%

Personas: Loki, Laksmi (Lv 51), Hariti, Gabirel, Titania (Lv 52), Horus (Lv 67), Vishnu

Description: Inflicts a large amount of Ice damage

Rank 6 — MABUFUDYNE

PROPERTY: Ice | COST: 32 SP

Change	No	Target	All Enemies	Power	320	Accuracy	90%

Personas: Scathach, Gabriel (Lv 64), Skadi, Alilat, Byakko, Trumpeter (Lv 67)

Description: Inflicts a large amount of Ice damage

Rank 9 — NIFLHEIM

PROPERTY: Ice | COST: 32 SP

Change	No	Target	One Enemy	Power	650	Accuracy	99%

Personas: Skadi (Lv 81)

Description: Inflicts a huge amount of Ice damage

Rank 1 — ZIO

PROPERTY: Electricity | COST: 4 SP

Change	Yes	Target	One Enemy	Power	50	Accuracy	95%

Personas: Oberon, Omoikane, Zouchouten, Inugami, Take-Minakata, Lilim

Description: Inflicts a small amount of Electrical damage

Rank 2 — MAZIO

PROPERTY: Electricity | COST: 8 SP

Change	No	Target	All Enemies	Power	50	Accuracy	90%

Personas: Oberon (Lv 17), Take-Mikazuchi, Archangel (Lv 13), Naga (Lv 19), Take-Minakata, Lilim (Lv 12)

Description: Inflicts a small amount of Electrical damage

Rank 3 — ZIONGA

PROPERTY: Electricity | COST: 8 SP

Change	Yes	Target	One Enemy	Power	100	Accuracy	95%

Personas: Oberon (Lv 20), Take-Mikazuchi (Lv 26), Hokuto Seikun, Saki Mitama

Description: Inflicts a moderate amount of Electrical damage

Rank 4 — MAZIONGA

PROPERTY: Electricity | COST: 16 SP

Change	No	Target	All Enemies	Power	100	Accuracy	90%

Personas: Raja Naga (Lv 41), Dominion (Lv 47), Suzaku, Cu Chulainn (Lv 41), Dionysus

Description: Inflicts a moderate amount of Electrical damage

Rank 5 — ZIODYNE

PROPERTY: Electricity | COST: 16 SP

Change	Yes	Target	One Enemy	Power	320	Accuracy	95%

Personas: Mother Harlot, Odin, Thor, Suzaku (Lv 52), Dionysus (Lv 50), Vishnu

Description: Inflicts a large amount of Electrical damage

Rank 6 — MAZIODYNE

PROPERTY: Electricity | COST: 32 SP

Change	No	Target	All Enemies	Power	320	Accuracy	90%

Personas: Odin, Suzaku (Lv 57), Lilith, Beelzebub (Lv 84), Shiva, Michael

Description: Inflicts a large amount of Electrical damage

Rank 9 — THUNDER REIGN

PROPERTY: Electricity | COST: 32 SP

Change	No	Target	One Enemy	Power	650	Accuracy	99%

Personas: Odin (Lv 63)

Description: Inflicts a huge amount of Electrical damage

Rank 1 — GARU

PROPERTY: Wind | COST: 3 SP

Change	Yes	Target	One Enemy	Power	50	Accuracy	95%

Personas: Angel, Fortuna, Kusi Mitama, Nigi Mitama

Description: Inflicts a small amount of Wind damage

Rank 2 — MAGARU

PROPERTY: Wind | COST: 6 SP

Change	No	Target	All Enemies	Power	50	Accuracy	90%

Personas: Narcissus, Power, Yomotsu Shikome (Lv 14), Fortuna (Lv 18), Kusi Mitama, Clotho, Nigi Mitama (Lv 16)

Description: Inflicts a small amount of Wind damage

Rank 3 — GARULA

PROPERTY: Wind | COST: 6 SP

Change	Yes	Target	One Enemy	Power	100	Accuracy	95%

Personas: Orobas, Kusi Mitama (Lv 26), Clotho, Lachesis, Pale Rider (Lv 25)

Description: Inflicts a moderate amount of Wind damage

Rank 4 — MAGARULA

PROPERTY: Wind | COST: 12 SP

Change	No	Target	All Enemies	Power	100	Accuracy	90%

Personas: Titania, Lachesis (Lv 50), Atropos, Nandi, Quetzalcoatl

Description: Inflicts a moderate amount of Wind damage

GARUDYNE
Rank 5 | PROPERTY Wind | COST 12 SP

Change	Yes	Target	One Enemy	Power	320	Accuracy	95%

Personas: Loki, Atropos (Lv 58), Nandi (Lv 43), Quetzalcoatl (Lv 44), Jatayu, Trumpeter

Description: Inflicts a large amount of Wind damage

MAGARUDYNE
Rank 6 | PROPERTY Wind | COST 24 SP

Change	No	Target	All Enemies	Power	320	Accuracy	90%

Personas: Scathach (Lv 63), Norn, Beelzebub, Ganesha (Lv 61), Garuda, Jatayu (Lv 60), Michael (Lv 74)

Description: Inflicts a large amount of Wind damage

PANTA RHEI
Rank 9 | PROPERTY Wind | COST 30 SP

Change	No	Target	One Enemy	Power	650	Accuracy	99%

Personas: Norn

Description: Inflicts a huge amount of Wind Damage

HAMA
Rank 2 | PROPERTY Light | COST 6 SP

Change	Yes	Target	One Enemy	Power	-	Accuracy	100%

Personas: Unicorn, Angel (Lv 7), Archangel, Principality, Power, Mithra

Description: 25% chance of Instant death from the power of Light

MAHAMA
Rank 3 | PROPERTY Light | COST 12 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Principality (Lv 21), Power, Virtue, Vasuki

Description: 20% chance of Instant death from the power of Light

HAMAON
Rank 4 | PROPERTY Light | COST 12 SP

Change	Yes	Target	One Enemy	Power	-	Accuracy	100%

Personas: Ananta, Daisoujou, Virtue (Lv 36), Dominion, Throne, Trumpeter

Description: 50% chance of Instant death from the power of Light

MAHAMAON
Rank 5 | PROPERTY Light | COST 24 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Gabriel, Throne, Melchizedek, Uriel, Sandalphon, Quetzalcoatl (Lv 47), Horus, Metatron, Anubis

Description: 40% chance of Instant death from the power of Light

SAMSARA
Rank 9 | PROPERTY Light | COST 35 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Daisoujou (Lv 56)

Description: 80% chance of Instant death from the power of Light

MUDO
Rank 2 | PROPERTY Dark | COST 6 SP

Change	Yes	Target	One Enemy	Power	-	Accuracy	100%

Personas: Black Frost, Yomotsu Shikome (Lv 13), Titan, Loa, Pale Rider, Lilim (Lv 11)

Description: 25% chance of instant death from the power of Darkness

MAMUDO
Rank 3 | PROPERTY Dark | COST 12 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Lamia (Lv 26), Loa (Lv 24), Pale Rider, Samael

Description: 20% chance of instant death from the power of Darkness

MUDOON
Rank 4 | PROPERTY Dark | COST 12 SP

Change	Yes	Target	One Enemy	Power	-	Accuracy	100%

Personas: Nebiros (Lv 53), Samael (Lv 40), Mot, Succubus (Lv 54), Trumpeter

Description: 50% chance of instant death from the power of Darkness

MAMUDOON
Rank 5 | PROPERTY Dark | COST 24 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Mother Harlot, Mot (Lv 46), Masakado, Girimehkala (Lv 45), Anubis

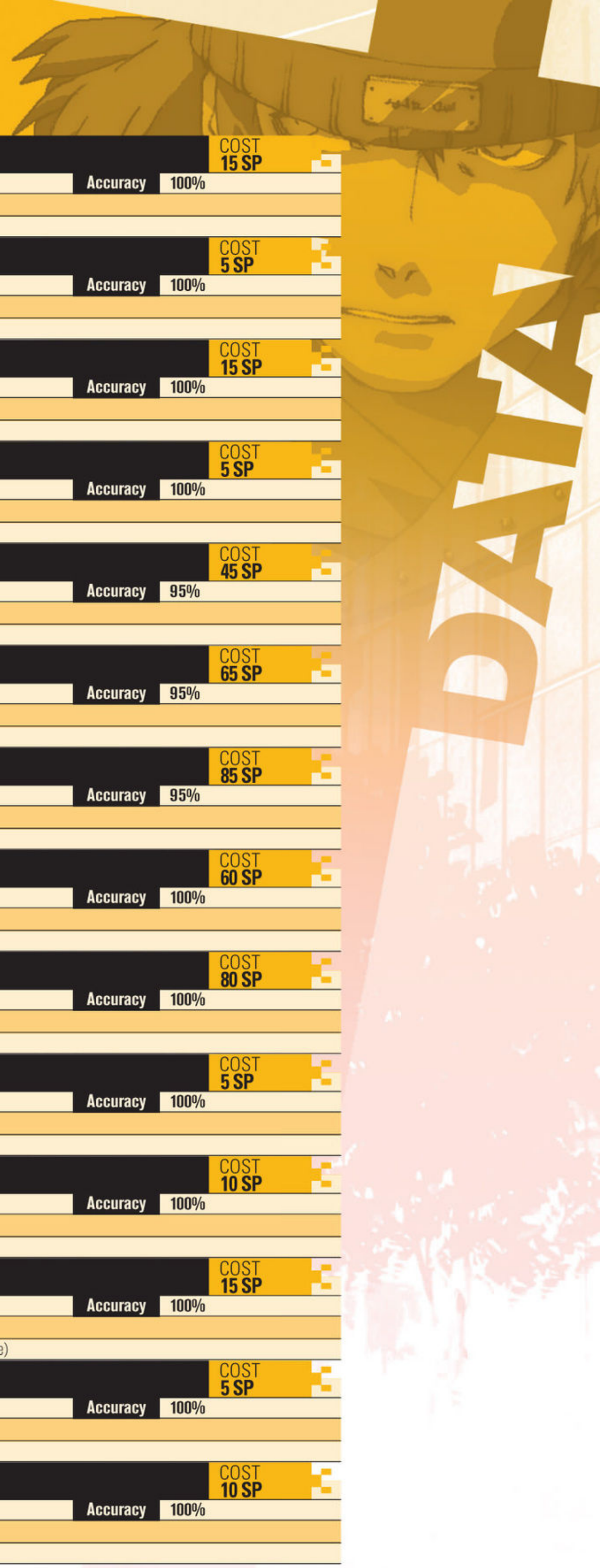
Description: 40% chance of instant death from the power of Darkness

DIE FOR ME!
Rank 9 | PROPERTY Dark | COST 35 SP

Change	No	Target	All Enemies	Power	-	Accuracy	100%

Personas: Alice (Lv 59)

Description: 80% chance of instant death from the power of Darkness



Rank	PROPERTY	FOUL BREATH	COST
2	Almighty		15 SP

Change	Target	Power	Accuracy
No	One Enemy	-	100%

Personas	Inugami (Lv 14), Vetala (Lv 27)
Description	Chance of being affected by a status ailment is doubled for 3 turns

Rank	PROPERTY	LIFE DRAIN	COST
3	Almighty		5 SP

Change	Target	Power	Accuracy
No	One Enemy	-	100%

Personas	Loa (Lv 22), Incubus
Description	Syphons 35 HP from the target to you

Rank	PROPERTY	STAGNANT AIR	COST
3	Almighty		15 SP

Change	Target	Power	Accuracy
No	All Enemies and Allies	-	100%

Personas	Decarabia, Loki (Lv 58), Lamia (Lv 29), Nebiros (Lv 55), Incubus (Lv 36)
Description	Chance of being affected by a status ailment is doubled for 3 turns

Rank	PROPERTY	SPIRIT DRAIN	COST
4	Almighty		5 SP

Change	Target	Power	Accuracy
No	One Enemy	-	100%

Personas	Alice, Incubus (Lv 37), Kaiwan
Description	Syphons 20 SP from the target to you

Rank	PROPERTY	MEGIDO	COST
6	Almighty		45 SP

Change	Target	Power	Accuracy
Yes	All Enemies	180	95%

Personas	Decarabia, Nebiros, Samael (Lv 38)
Description	Inflicts a small amount of Almighty damage

Rank	PROPERTY	MEGIDOLA	COST
7	Almighty		65 SP

Change	Target	Power	Accuracy
Yes	All Enemies	320	95%

Personas	Cybele (Lv 70), Attis, Thanatos, Lilith (Lv 63), Chernobog (Lv 63), Satan
Description	Inflicts a moderate amount of Almighty damage

Rank	PROPERTY	MEGIDOLAON	COST
8	Almighty		85 SP

Change	Target	Power	Accuracy
No	All Enemies	650	95%

Personas	Metatron (Lv 78), Asura (Lv 88), Messiah
Description	Inflicts a large amount of Almighty damage

Rank	PROPERTY	BLACK VIPER	COST
9	Almighty		60 SP

Change	Target	Power	Accuracy
No	One Enemy	950	100%

Personas	Satan (Lv 86)
Description	Inflicts a huge amount of Almighty damage

Rank	PROPERTY	MORNING STAR	COST
9	Almighty		80 SP

Change	Target	Power	Accuracy
No	All Enemies	800	100%

Personas	Lucifer (Lv 91)
Description	Inflicts a huge amount of Almighty damage

Rank	PROPERTY	EVIL TOUCH	COST
3	Fear		5 SP

Change	Target	Power	Accuracy
Yes	One Enemy	-	100%

Personas	Ose, Yomotsu Shikome, Loa, Alice
Description	25% chance of inflicting the Fear ailment

Rank	PROPERTY	EVIL SMILE	COST
4	Fear		10 SP

Change	Target	Power	Accuracy
No	All Enemies	-	100%

Personas	Nebiros, Mot, Thanatos, Vetala (Lv 28), Incubus, Abaddon
Description	25% chance of inflicting the Fear ailment

Rank	PROPERTY	GHASTLY WAIL	COST
8	Fear		15 SP

Change	Target	Power	Accuracy
No	All Enemies	-	100%

Personas	Nebiros (Lv 52), Attis, Samael (Lv 41), Mot (Lv 48), Thanatos (Lv 67)
Description	Instantly kills all targets who are suffering from the Fear ailment (Unavoidable)

Rank	PROPERTY	PULINPA	COST
2	Panic		5 SP

Change	Target	Power	Accuracy
Yes	One Enemy	-	100%

Personas	Legion, Jack Frost, Take-Mikazuchi, Pixie (Lv 4)
Description	25% chance of inflicting the Panic ailment

Rank	PROPERTY	TENTARAFOO	COST
4	Panic		10 SP

Change	Target	Power	Accuracy
No	All Enemies	-	100%

Personas	Ganga (Lv 28), Raja Naga, Kurama Tengu, Vetala
Description	25% chance of inflicting the Panic ailment

Rank 1	PROPERTY Distress	BEWILDER			COST 5 SP
Change	Yes	Target	One Enemy	Power -	Accuracy 100%
Personas	Legion (Lv 17), Chimera, Naga, Lamia				
Description	25% chance of inflicting the Distress ailment				

Rank 2	PROPERTY Distress	EERIE SOUND			COST 10 SP
Change	No	Target	All Enemies	Power -	Accuracy 100%
Personas	Naga (Lv 22), Taraka, Mithra (Lv 24)				
Description	25% chance of inflicting the Distress ailment				

Rank 1	PROPERTY Poison	POISMA			COST 5 SP
Change	Yes	Target	One Enemy	Power -	Accuracy 100%
Personas	Unicorn, Forneus (Lv 10), Inugami				
Description	25% chance of inflicting the Poison ailment				

Rank 3	PROPERTY Poison	POSION MIST			COST 10 SP
Change	No	Target	All Enemies	Power -	Accuracy 100%
Personas	Ose (Lv 23), Lamia (Lv 28), Seiryuu, Gurr (Lv 20)				
Description	25% chance of inflicting the Poison ailment				

Rank 5	PROPERTY Poison	VIRUS BREATH			COST 40 SP
Change	No	Target	All Enemies	Power -	Accuracy 90%
Personas	Kingu (Lv 48), Barong (Lv 54), Arahabaki, Thanatos (Lv 69), Seiryuu (Lv 40), Kaiwan, Girimehkala (Lv 43)				
Description	Inflicts damage equal to 25% of the target's current HP with a 25% chance of inflicting Poison				

Rank 2	PROPERTY Charm	MARIN KARIN			COST 5 SP
Change	Yes	Target	One Enemy	Power -	Accuracy 100%
Personas	Narcissus, Lilim, Nandi				
Description	25% chance of inflicting the Charm ailment				

Rank 3	PROPERTY Charm	SEXY DANCE			COST 10 SP
Change	No	Target	All Enemies	Power -	Accuracy 100%
Personas	Legion (Lv 14), Leanan Sidhe (Lv 34), Mother Harlot (Lv 72), Narcissus (Lv 21), Succubus, Llith, Shiva				
Description	25% chance of inflicting the Charm ailment				

Rank 2	PROPERTY Rage	PROVOKE			COST 5 SP
Change	Yes	Target	One Enemy	Power -	Accuracy 100%
Personas	Nekomata (Lv 6), Pyro Jack (Lv 15)				
Description	25% chance of inflicting the Rage ailment				

Rank 3	PROPERTY Rage	INFURIATE			COST 10 SP
Change	No	Target	All Enemies	Power -	Accuracy 100%
Personas	Virtue, Dominion, Yatagarasu (Lv 32)				
Description	25% chance of inflicting the Rage ailment				

PHYSICAL ATTACK SKILLS *LEGEND*

NAME:	The name of the skill.
RANK:	The rank of the skill indicates its potential to be transferred. A higher rank skill is more likely to be transferred in place of a lower rank skill. A skill's rank is a general indicator of how powerful it is. Physical Attack Skills are arranged according to their ranks within their property classification.
COST:	Indicates how much of your HP (with relation to its Max) will be expended to use the skill.
PROPERTY:	The classification of the skill, according to the Skill Transference table on P.25. Physical Attack Skills are arranged according to three properties in this order: Slash, Strike, and Pierce.
CHANGE:	Indicates the possibility that when a Persona gains a level, it will ask you to change this skill into something else. What the skill changes into is randomly determined.
TARGET:	Identifies the possible targets the skill will affect.
POWER:	Indicates how strong the skill is at inflicting damage.

PHYSICAL ATTACK SKILLS LEGEND (CONT)

ACCURACY:	Indicates the base hit rate of the skill. The Agility stats of the user and the target will affect the actual hit rate. 100% Accuracy means the skill is unavoidable regardless of Agility.
CRITICAL:	Indicates the probability that a Critical Hit will occur when the skill is used.
DESCRIPTION:	Provides a detailed explanation on the skill's effect.
PERSONAS:	Lists the Personas that naturally carry this skill. If a Persona doesn't initially come with this skill, the level at which it learns it will be mentioned in brackets.

Rank	Property	Skill	Cost
1	Slash	CLEAVE	10% HP

Change	Target	Power	Accuracy	Critical
Yes	One Enemy	30	90%	10%

Personas: Nekomata, Chimera, Archangel, Valkyrie

Description: Inflicts a small amount of Slash damage

Rank	Property	Skill	Cost
3	Slash	ZAN-EI	14% HP

Change	Target	Power	Accuracy	Critical
No	One Enemy	120	80%	10%

Personas: Rangda, Oberon (Lv 18), Ares, Power (Lv 27), Titan, Jikokuten, Pale Rider, Yatagarasu

Description: Inflicts a moderate amount of Slash damage with extra power during a New Moon

Rank	Property	Skill	Cost
3	Slash	GETSU-EI	14% HP

Change	Target	Power	Accuracy	Critical
No	One Enemy	140	90%	10%

Personas: Take-Mikazuchi (Lv 27), Flauros (Lv 27), Ares (Lv 24), Taraka, Valkyrie (Lv 17), Hanuman, Orthrus, Gurr

Description: Inflicts a moderate amount of Slash damage with extra power during a Full Moon

Rank	Property	Skill	Cost
4	Slash	MIGHTY SWING	14% HP

Change	Target	Power	Accuracy	Critical
No	One Enemy	225	99%	10%

Personas: Taraka (Lv 35), Kali, Orthrus (Lv 33), Okuninushi, Girimehkala

Description: Inflicts a moderate amount of Slash damage

Rank	Property	Skill	Cost
4	Slash	FATAL END	18% HP

Change	Target	Power	Accuracy	Critical
Yes	One Enemy	225	90%	10%

Personas: Hokuto Seikun (Lv 33), Taraka (Lv 37), Hanuman (Lv 38), Narasimha

Description: Inflicts a moderate amount of Slash damage

Rank	Property	Skill	Cost
5	Slash	BLADE OF FURY	22% HP

Change	Target	Power	Accuracy	Critical
Yes	All Enemies	100	80%	3%

Personas: Hanuman (Lv 43), Narasimha (Lv 51), Kali (Lv 51), Uriel (Lv 57), Chernobog

Description: Hits 1-3 times for a moderate amount of Slash damage with each hit

Rank	Property	Skill	Cost
6	Slash	DEATHBOUND	26% HP

Change	Target	Power	Accuracy	Critical
Yes	All Enemies	370	90%	20%

Personas: Surt, Raphael, Siegfried, Byakko, Ganesha, Chernobog (Lv 60)

Description: Inflicts a large amount of Slash damage

Rank	Property	Skill	Cost
7	Slash	TEMPEST SLASH	18% HP

Change	Target	Power	Accuracy	Critical
No	One Enemy	350	95%	10%

Personas: Raphael (Lv 67), Thanatos, Masakado

Description: Hits 1-2 times for a large amount of Slash damage with each hit

Rank	Property	Skill	Cost
7	Slash	HEAVEN'S BLADE	18% HP

Change	Target	Power	Accuracy	Critical
No	One Enemy	500	95%	30%

Personas: Michael (Lv 77)

Description: Inflicts a massive amount of Slash damage

Rank	Property	Skill	Cost
8	Slash	VORPAL BLADE	30% HP

Change	Target	Power	Accuracy	Critical
No	All Enemies	500	99%	5%

Personas: Susano-o (Lv 79), Chi You

Description: Inflicts a massive amount of Slash damage with even greater power if you're feeling "Great"

Rank	Property	Skill	Cost
1	Strike	BASH	10% HP

Change	Target	Power	Accuracy	Critical
Yes	One Enemy	30	90%	5%

Personas: Orpheus, Forneus, Ara Mitama, Zouchoten

Description: Inflicts a small amount of Strike damage

Rank	Property	Skill	Cost
2	Strike	ASSAULT DIVE	12% HP

Change	Target	Power	Accuracy	Critical
Yes	One Enemy	98	90%	10%

Personas: Legion, Zouchoten (Lv 16), Inugami

Description: Inflicts a small amount of Strike damage

Rank 2 | PROPERTY Strike | **SONIC PUNCH** | COST 12% HP

Change	No	Target	One Enemy	Power	70	Accuracy	95%	Critical	12%

Personas: Jack Frost (Lv 10, Chimera (Lv 11)

Description: Inflicts a small amount of Strike damage

Rank 3 | PROPERTY Strike | **KILL RUSH** | COST 14% HP

Change	Yes	Target	One Enemy	Power	110	Accuracy	80%	Critical	5%

Personas: Oumitsunu Koumokuten, Titan (Lv 23, Ubelluris, Vetala, Yamatano-Orochi

Description: Hits 1-2 times for a moderate amount of Strike damage with each hit

Rank 3 | PROPERTY Strike | **SWIFT STRIKE** | COST 21% HP

Change	No	Target	All Enemies	Power	95	Accuracy	80%	Critical	3%

Personas: Nata Taishi, Komokuten, Titan (Lv 27), Genbu (Lv 30), Yamatano-Orochi (Lv 30)

Description: Hits 1-3 times for a small amount of Strke damage with each hit

Rank 5 | PROPERTY Strike | **GIGANTIC FIST** | COST 16% HP

Change	Yes	Target	One Enemy	Power	311	Accuracy	85%	Critical	15%

Personas: Nata Taishi (Lv 41), Thor, Melchizedek, Ubelluris (Lv 50)

Description: Inflicts a large amount of Strike damage

Rank 5 | PROPERTY Strike | **HEAT WAVE** | COST 22% HP

Change	Yes	Target	All Enemies	Power	280	Accuracy	90%	Critical	10%

Personas: Kingu (Lv 50), Barong, Arahabaki, Dionysus (Lv 51), Quetzalcoatl (Lv 46)

Description: Inflicts a moderate amount of Strike damage

Rank 6 | PROPERTY Strike | **WEARY THRUST** | COST 18% HP

Change	No	Target	One Enemy	Power	405	Accuracy	99%	Critical	5%

Personas: Kohryu, Melchizedek (Lv 64), Abaddon, Seiten Taisei (Lv 70)

Description: Inflicts a large amount of Strike damage with even greater power if you're feeling "Tired"

Rank 7 | PROPERTY Strike | **AKASHA ARTS** | COST 26% HP

Change	No	Target	All Enemies	Power	350	Accuracy	80%	Critical	5%

Personas: Skadi (Lv 78), Bishamonten (Lv 65), Vishnu, Asura

Description: Hits 1-2 times for a large amount of Strike damage with each hit

Rank 8 | PROPERTY Strike | **GOD'S HAND** | COST 20% HP

Change	No	Target	One Enemy	Power	600	Accuracy	90%	Critical	10%

Personas: Susano-o, Melchizedek (Lv 69), Lucifer, Vishnu (Lv 82)

Description: Inflicts a massive amount of Strike damage

Rank 2 | PROPERTY Pierce | **DOUBLE FANGS** | COST 12% HP

Change	No	Target	One Enemy	Power	20	Accuracy	85%	Critical	1%

Personas: Berith, Flauros, Naga, Mithra

Description: Hits twice for a small amount of Pierce damage with each hit

Rank 2 | PROPERTY Pierce | **HOLY ARROW** | COST 12% HP

Change	Yes	Target	One Enemy	Power	60	Accuracy	90%	Critical	3%

Personas: Archangel (Lv 12), Prinicpality

Description: Inflicts a small amount of Pierce damage with a 50% chance of also inflicting the Charm status

Rank 3 | PROPERTY Pierce | **TWIN SHOT** | COST 14% HP

Change	Yes	Target	One Enemy	Power	100	Accuracy	80%	Critical	3%

Personas: Raja Naga, Vasuki, Eligor

Description: Hits twice for a moderate amount of Pierce damage with each hit

Rank 4 | PROPERTY Pierce | **CRUEL ATTACK** | COST 14% HP

Change	No	Target	One Enemy	Power	225	Accuracy	99%	Critical	3%

Personas: Koumokuten (Lv 47), Kurama Tengu (Lv 45), Eligor (Lv 34)

Description: Inflicts a moderate amount of Pierce damage with even greater power if the target is knocked "Down"

Rank 4 | PROPERTY Pierce | **TORRENT SHOT** | COST 14% HP

Change	Yes	Target	One Enemy	Power	50	Accuracy	80%	Critical	5%

Personas: Raja Naga (Lv 39), Cu Chulainn

Description: Hits 2-3 times for a small amount of Pierce damage with each hit

Rank 5	PROPERTY Pierce	VILE ASSAULT					COST 16% HP
Change	No	Target	One Enemy	Power	311	Accuracy	99%	Critical	3%
Personas	Odin, Cu Chulainn (Lv 45), Kaiwan (Lv 53)						
Description	Inflicts a large amount of Pierce damage with even greater power if the target is knocked "Down"						

Rank 6	PROPERTY Pierce	ARROW RAIN					COST 26% HP
Change	Yes	Target	All Enemies	Power	130	Accuracy	90%	Critical	3%
Personas	Scathach, Hariti (Lv 60), Seiten Taisei, Garuda						
Description	Hits 1-2 times for a moderate amount of Pierce damage with each hit						

Rank 7	PROPERTY Pierce	MYRIAD ARROWS					COST 26% HP
Change	No	Target	All Enemies	Power	140	Accuracy	80%	Critical	3%
Personas	Gabriel (Lv 68), Cybele, Masakado (Lv 76)						
Description	Hits 1-2 times for a moderate amount of Pierce damage with each hit						

Rank 8	PROPERTY Pierce	PRIMAL FORCE					COST 30% HP
Change	No	Target	One Enemy	Power	600	Accuracy	95%	Critical	10%
Personas	Beelzebub (Lv 83), Chi You (Lv 89)						
Description	Inflicts a massive amount of Pierce damage						

Rank 8	PROPERTY Pierce	PRALAYA					COST 25% HP
Change	No	Target	All Enemies	Power	600	Accuracy	95%	Critical	20%
Personas	Shiva (Lv 85)						
Description	Inflicts a massive amount of Pierce damage with a random chance of also inflicting Fear						

PASSIVE SUPPORT SKILLS LEGEND

NAME: The name of the skill.

RANK: The rank of the skill indicates its potential to be transferred. A higher rank skill is more likely to be transferred in place of a lower rank skill. A skill's rank is a general indicator of how powerful it is. Passive Support Skills are arranged according to their effects with respect to their ranks in the order of properties indicated on the Skill Transference table on P.25. This means that the skills are grouped together in ascending power using the following order: Slash, Strike, Pierce, Fire, Ice, Electricity, Wind, Light, Dark, Recovery, Enhance, Special, Fear, Panic, Distress, Poison, Charm, Rage, with skills affecting all status ailments at the end.

CHANGE: Indicates the possibility that when a Persona gains a level, it will ask you to change this skill into something else. What the skill changes into is randomly determined.

DESCRIPTION: Provides a detailed explanation on the skill's effect.

PERSONAS: Lists the Personas that naturally carry this skill. If a Persona doesn't initially come with this skill, the level at which it learns it will be mentioned in brackets.

Rank 3	CHANGE Yes	DODGE SLASH
Personas	Ose (Lv 24), Hokuto Seikun, Valkyrie, Titan (Lv 24)
Description	Doubles evasion against Slash attacks.

Rank 5	CHANGE No	EVADE SLASH
Personas	Jikokuten (Lv 34), Hanuman (Lv 41)
Description	Triples evasion against Slash attacks.

Rank 5	CHANGE Yes	RESIST SLASH
Personas	Hanuman (Lv 44)
Description	Sets Slash susceptibility to 50%. Voids weakness to Slash. Null, Repel, and Absorb Elec takes precedence.

Rank 6	CHANGE Yes	NULL SLASH
Personas	Abaddon (Lv 74), Chernobog
Description	Become immune to Slash attacks. Takes precedence over Resist Slash. Repel and Absorb Slash takes precedence.

Rank 7	CHANGE Yes	REPEL SLASH
Personas	Alilat (Lv 88)
Description	Able to repel Slash attacks. Takes precedence over Resist and Null Slash. Absorb Slash takes precedence.

Rank 8	CHANGE No	ABSORB SLASH
Personas	Lucifer (Lv 93)
Description	Able to drain Slash attacks. Takes precedence over Resist, Null, and Repel Slash.

Rank 3	CHANGE Yes	DODGE STRIKE
Personas	Queen Mab (Lv 29), Take-Minakata (Lv 24), Gurr (Lv 19)	
Description	Doubles evasion against Strike attacks.	

Rank 5	CHANGE No	EVADE STRIKE
Personas	Ubelluris (Lv 52)	
Description	Triples evasion against Strike attacks.	

Rank 5	CHANGE Yes	RESIST STRIKE
Personas	Genbu (Lv 34)	
Description	Sets Strike susceptibility to 50%. Voids weakness to Strike. Null, Repel, and Absorb Elec takes precedence.	

Rank 6	CHANGE Yes	NULL STRIKE
Personas	Kohryu (Lv 66), Arahabaki, (Lv 61), Abaddon (Lv 73)	
Description	Become immune to Strike attacks. Takes precedence over Resist Strike. Repel and Absorb Strike takes precedence.	

Rank 7	CHANGE Yes	REPEL STRIKE
Personas	Alilat (Lv 89)	
Description	Able to repel Strike attacks. Takes precedence over Resist and Null Strike. Absorb Strike takes precedence.	

Rank 8	CHANGE No	ABSORB STRIKE
Personas	Abaddon (Lv 76), Chi You (Lv 91)	
Description	Able to drain Strike attacks. Takes precedence over Resist, Null, and Repel Strike.	

Rank 3	CHANGE Yes	DODGE PIERCE
Personas	Unicorn (Lv 12), Queen Mab (Lv 32), Omitsunu, Naga (Lv 21)	
Description	Doubles evasion against Pierce attacks.	

Rank 5	CHANGE No	EVADE PIERCE
Personas	Ananta (Lv 45), Kaiwan	
Description	Triples evasion against Pierce attacks.	

Rank 5	CHANGE Yes	RESIST PIERCE
Personas	Omitsunu (Lv 36)	
Description	Sets Pierce susceptibility to 50%. Voids weakness to Pierce. Null, Repel, and Absorb Elec takes precedence.	

Rank 6	CHANGE Yes	NULL PIERCE
Personas	Kohryu (Lv 68), Abaddon (Lv 75)	
Description	Become immune to Pierce attacks. Takes precedence over Resist Pierce. Repel and Absorb Pierce takes precedence.	

Rank 7	CHANGE Yes	REPEL PIERCE
Personas	Alilat (Lv 90)	
Description	Able to repel Pierce attacks. Takes precedence over Resist and Null Pierce. Absorb Pierce takes precedence.	

Rank 8	CHANGE No	ABSORB PIERCE
Personas	Messiah (Lv 95)	
Description	Able to drain Pierce attacks. Takes precedence over Resist, Null, and Repel Pierce.	

Rank 2	CHANGE Yes	FIRE BOOST
Personas	Surt, Orthtrus (Lv 31), Okuninushi (Lv 47)	
Description	Fire damage output is increased by 25%. Fire Amp takes precedence.	

Rank 4	CHANGE No	FIRE AMP
Personas	Surt (Lv 57), Kikuri-Hime (Lv 53), Uriel (Lv 59), Bishamonten (Lv 62), Saturnus, Set (Lv 68)	
Description	Fire damage output is increased by 50%. Takes precedence over Fire Boost.	

Rank 3	CHANGE Yes	DODGE FIRE
Personas	Parvati (Lv 41), King Frost, Nandi (Lv 44)	
Description	Doubles evasion against Fire attacks.	

Rank 4	CHANGE No	EVADE FIRE
Personas	Kingu	
Description	Triples evasion against Fire attacks.	

Rank	CHANGE	RESIST FIRE
4	Yes	
Personas	Laksmi (Lv 53)	
Description	Sets Fire susceptibility to 50%. Voids weakness to Fire. Null, Repel, and Absorb Fire takes precedence.	

Rank	CHANGE	NULL FIRE
5	Yes	
Personas	Loki (Lv 60), Mother Harlot (Lv 75)	
Description	Become immune to Fire attacks. Takes precedence over Resist Fire. Repel and Absorb Fire takes precedence.	

Rank	CHANGE	REPEL FIRE
6	Yes	
Personas	Loki (Lv 62), Metatron (Lv 81)	
Description	Able to repel Fire attacks. Takes precedence over Resist and Null Fire. Absorb Fire takes precedence.	

Rank	CHANGE	ABSORB FIRE
7	No	
Personas	Skadi (Lv 79)	
Description	Able to drain Fire attacks. Takes precedence over Resist, Null, and Repel Fire.	

Rank	CHANGE	ICE BOOST
2	Yes	
Personas	Jack Frost (Lv 11), Sarasvati (Lv 20), Seiryuu (Lv 39), Yamatano-Orochi (Lv 31)	
Description	Ice damage output is increased by 25%. Ice Amp takes precedence.	

Rank	CHANGE	ICE AMP
4	No	
Personas	Skadi, Titania (Lv 56), Byakko (Lv 60)	
Description	Ice damage output is increased by 50%. Takes precedence over Ice Boost.	

Rank	CHANGE	DODGE ICE
3	Yes	
Personas	Rangda (Lv 44), Queen Mab, Orthrus (Lv 30), Eligor (Lv 33)	
Description	Doubles evasion against Ice attacks.	

Rank	CHANGE	EVADE ICE
4	No	
Personas	Decarabia (Lv 46), Saturnus (Lv 76)	
Description	Triples evasion against Ice attacks.	

Rank	CHANGE	RESIST ICE
4	Yes	
Personas	Decarabia (Lv 50), Kikuri-Hime (Lv 52)	
Description	Sets Ice susceptibility to 50%. Voids weakness to Ice. Null, Repel, and Absorb Ice takes precedence.	

Rank	CHANGE	NULL FREEZE
5	No	
Personas	Seiryuu	
Description	Become immune to the Freeze status.	

Rank	CHANGE	NULL ICE
5	Yes	
Personas	Anubis (Lv 62)	
Description	Become immune to Ice attacks. Takes precedence over Resist Ice. Repel and Absorb Ice takes precedence.	

Rank	CHANGE	REPEL ICE
6	Yes	
Personas	Arahabaki (Lv 60), Metatron (Lv 79)	
Description	Able to repel Ice attacks. Takes precedence over Resist and Null Ice. Absorb Ice takes precedence.	

Rank	CHANGE	ABSORB ICE
7	No	
Personas	Saturnus (Lv 79)	
Description	Able to drain Ice attacks. Takes precedence over Resist, Null, and Repel Ice.	

Rank	CHANGE	ELEC BOOST
2	Yes	
Personas	Take-Mikazuchi (Lv 30), Hokuto Seikun (Lv 34), Suzaku	
Description	Electrical damage output is increased by 25%. Elec Amp takes precedence.	

Rank	CHANGE	ELEC AMP
4	No	
Personas	Odin (Lv 60), Thor (Lv 59)	
Description	Electrical damage output is increased by 50%. Takes precedence over Elec Boost.	

Rank	CHANGE	DODGE ELEC
3	Yes	
Personas	Principality, Lachesis (Lv 47), Mithra (Lv 25)	
Description	Doubles evasion against Electrical attacks	

Rank	CHANGE	EVADE ELEC
4	No	
Personas	Lachesis (Lv 51)	
Description	Triples evasion against Electrical attacks.	

Rank	CHANGE	RESIST ELEC
4	Yes	
Personas	Kurama Tengu (Lv 47), Atropos (Lv 59)	
Description	Sets Electrical susceptibility to 50%. Voids weakness to Electricity. Null, Repel, and Absorb Elec takes precedence.	

Rank 5	CHANGE No	NULL SHOCK
Personas	Hokuto Seikun (Lv 35)	
Description	Become immune to the Shock status.	

Rank 5	CHANGE Yes	NULL ELEC
Personas	Anubis (Lv 64)	
Description	Become immune to Electrical attacks. Takes precedence over Resist Elec. Repel and Absorb Elec takes precedence.	

Rank 6	CHANGE Yes	REPEL ELEC
Personas	Jatayu (Lv 59), Metatron (Lv 80)	
Description	Able to repel Electrical attacks. Takes precedence over Resist and Null Elec. Absorb Elec takes precedence.	

Rank 7	CHANGE No	ABSORB ELEC
Personas	Norn (Lv 69)	
Description	Able to drain Elec attacks. Takes precedence over Resist, Null, and Repel Elec.	

Rank 2	CHANGE Yes	WIND BOOST
Personas	Orobas (Lv 32), Fortuna (Lv 22), Kusi Mitama (Lv 28), Clotho (Lv 38), Atropos, Quetzalcoatl (Lv 48)	
Description	Wind damage output is increased by 25%. Wind Amp takes precedence.	

Rank 4	CHANGE No	WIND AMP
Personas	Atropos (Lv 60), Norn, Ganesha (Lv 63)	
Description	Wind damage output is increased by 50%. Takes precedence over Wind Boost.	

Rank 3	CHANGE Yes	DODGE WIND
Personas	Flauros (Lv 28), Queen Mab, Fortuna, Vasuki (Lv 41)	
Description	Doubles evasion against Wind attacks.	

Rank 4	CHANGE No	EVADE WIND
Personas	Narasimha	
Description	Triples evasion against Wind attacks.	

Rank 4	CHANGE Yes	RESIST WIND
Personas	Suzaku (Lv 55), Dionysus (Lv 52)	
Description	Sets Wind susceptibility to 50%. Voids weakness to Wind. Null, Repel, and Absorb Wind takes precedence.	

Rank 5	CHANGE Yes	NULL WIND
Personas	Kohryu (Lv 65)	
Description	Become immune to Wind attacks. Takes precedence over Resist Wind. Repel and Absorb Wind takes precedence.	

Rank 6	CHANGE Yes	REPEL WIND
Personas	Garuda (Lv 70), Chernobog (Lv 62)	
Description	Able to repel Wind attacks. Takes precedence over Resist and Null Wind. Absorb Wind takes precedence.	

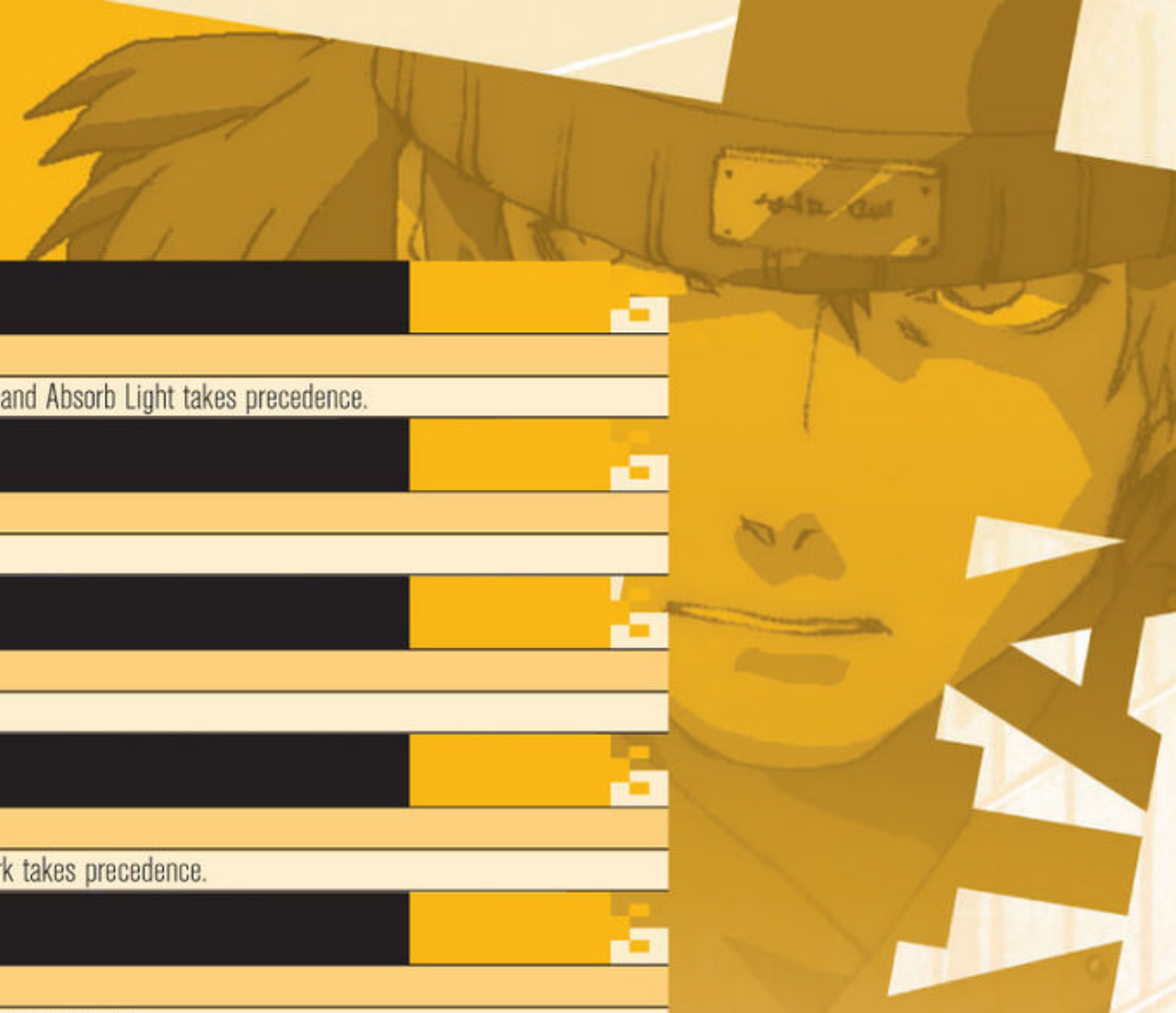
Rank 7	CHANGE No	ABSORB WIND
Personas	Lilith (Lv 67)	
Description	Able to drain Wind attacks. Takes precedence over Resist, Null, and Repel Wind.	

Rank 4	CHANGE No	HAMA BOOST
Personas	Gabriel, Daisoujou (Lv 59), Dominion (Lv 46), Throne, Sandalphon	
Description	Hama skills are 1.5 times more effective.	

Rank 4	CHANGE Yes	RESIST LIGHT
Personas	Vasuki (Lv 43), Mot (Lv 51)	
Description	Sets Light susceptibility to 50%. Voids weakness to Light. Null, and Repel Light takes precedence.	

Rank 4	CHANGE No	SURVIVE LIGHT
Personas	Pale Rider (Lv 29), Girimehkala (Lv 46)	
Description	50% chance of surviving instant death any number of times from a Light attack with 1 HP.	

Rank 5	CHANGE No	ENDURE LIGHT
Personas	Girimehkala (Lv 48)	
Description	Automatically survive instant death any number of times from a Light attack with 1 HP.	



Rank	CHANGE	NULL LIGHT
5	Yes	
Personas	Succubus (Lv 57), Kaiwan (Lv 54)	
Description	Become immune to Light attacks. Takes precedence over Resist Light. Repel and Absorb Light takes precedence.	

Rank	CHANGE	REPEL LIGHT
6	No	
Personas	Attis (Lv 62), Seth (Lv 71), Satan (Lv 93)	
Description	Able to repel Light attacks. Takes precedence over Resist and Null Light.	

Rank	CHANGE	MUDO BOOST
4	No	
Personas	Mother Harlot (Lv 71), Mot (Lv 49), Alice (Lv 62), Masakado (Lv 77)	
Description	Mudo skills are 1.5 times more effective.	

Rank	CHANGE	RESIST DARK
4	Yes	
Personas	Dominion (Lv 49), Throne (Lv 57)	
Description	Sets Dark susceptibility to 50%. Voids weakness to Dark. Null, and Repel Dark takes precedence.	

Rank	CHANGE	SURVIVE DARK
4	No	
Personas	Virtue (Lv 34), Jikokuten (Lv 32), Cu Chulainn (Lv 44)	
Description	50% chance of surviving instant death any number of times from a Dark attack with 1 HP.	

Rank	CHANGE	ENDURE DARK
5	No	
Personas	Barong (Lv 57), Nata Taishi (Lv 43), Virtue (Lv 39), Dominion (Lv 45), Jikokuten (Lv 36)	
Description	Automatically survive instant death any number of times from a Dark attack with 1 HP.	

Rank	CHANGE	NULL DARK
5	Yes	
Personas	Laksmi (Lv 52), Diasoujou (Lv 58)	
Description	Become immune to Dark attacks. Takes precedence over Resist Dark. Repel and Absorb Dark takes precedence.	

Rank	CHANGE	REPEL DARK
6	No	
Personas	Gabriel (Lv 65), Melchizedek (Lv 66), Alice (Lv 61), Horus (Lv 68), Michael (Lv 75)	
Description	Able to repel Dark attacks. Takes precedence over Resist and Null Dark.	

Rank	CHANGE	INVIGORATE 1
4	Yes	
Personas	Kikuri-Hime, Ananta (Lv 46), Yatagarasu (Lv 34)	
Description	Restores 3 SP on each turn, except for "1 More". Invigorate 2 or 3 takes precedence.	

Rank	CHANGE	INVIGORATE 2
5	Yes	
Personas	Barong (Lv 55), Kaiwan (Lv 51), Chernobog (Lv 64)	
Description	Restores 5 SP on each turn, except for "1 More". Takes precedence over Invigorate 1. Invigorate 3 takes precedence.	

Rank	CHANGE	INVIGORATE 3
6	No	
Personas	Scathach (Lv 68), Norn (Lv 67), Shiva (Lv 86), Chi You, Satan (Lv 82), Messiah (Lv 94)	
Description	Restores 7 SP on each turn, except for "1 More". Takes precedence over Invigorate 1 and 2.	

Rank	CHANGE	REGENERATE 1
4	Yes	
Personas	Nata Taishi (Lv 38), Koumokuten (Lv 48)	
Description	Restores 5% HP on each turn, except for "1 More". Regenerate 2 or 3 takes precedence.	

Rank	CHANGE	REGENERATE 2
5	Yes	
Personas	Dionysus (Lv 53)	
Description	Restores 10% HP on each turn, except for "1 More". Takes precedence over Regenerate 1. Regenerate 3 takes precedence.	

Rank	CHANGE	REGENERATE 3
6	No	
Personas	Susano-o (Lv 81), Alilat, Norn (Lv 66), Siegfried (Lv 61), Seiten Taisei (Lv 73), Sandalphon (Lv 75), Anubis (Lv 66), Satan (Lv 81), Messiah	
Description	Restores 15% HP on each turn, except for "1 More". Takes precedence over Regenerate 1 and 2.	

Rank	CHANGE	SPRING OF LIFE
5	No	
Personas	-	
Description	Exclusive to Junpei (Trismegistus) and Chidori. Recovers a small amount of HP every turn, including when given "1 More".	

Rank	CHANGE	COOL BREEZE
4	No	
Personas	Kikuri-Hime (Lv 50), Eligor (Lv 37), Nandi (Lv 41)	
Description	Recover 25% HP and SP after a successful battle.	

Rank	CHANGE	VICTORY CRY
9	No	
Personas	Beelzebub (Lv 87), Shiva (Lv 88), Lucifer (Lv 94)	
Description	Restores all HP and SP after a successful battle.	

Rank	CHANGE	ENDURE
6	No	
Personas	Kingu (Lv 52), Byakko (Lv 59), Bishamonten, Ganesha (Lv 64)	
Description	Survive being knocked Unconscious once per battle with 1 HP remaining.	

Rank 9	CHANGE No	ENDURING SOUL
Personas	Susano-o (Lv 83), Attis (Lv 66), Masakado (Lv 81), Shiva	
Description	Survive being knocked Unconscious once per battle with all HP restored.	

Rank 7	CHANGE No	DIVINE GRACE
Personas	Saki Mitama (Lv 45), Titania (Lv 54)	
Description	Recovery-type skills become twice as effective at recovering HP.	

Rank 3	CHANGE Yes	COUNTER
Personas	Area (Lv 21), Oumitsunu (Lv 34), Hanuman, Orthrus, Pale Rider (Lv 27), Mithra (Lv 28)	
Description	15% chance of repelling a Physical attack while not knocked "Down".	

Rank 4	CHANGE Yes	COUNTERSTRIKE
Personas	Barong, Ananta (Lv 44), Nata Taishi (Lv 40), Koumokuten (Lv 46), Narasimha (Lv 49), Vasuki (Lv 42)	
Description	30% chance of repelling a Physical attack while not knocked "Down".	

Rank 5	CHANGE No	HIGH COUNTER
Personas	Thor, Kali (Lv 54), Siegfried (Lv 58), Byakko, Abaddon, Beelzebub (Lv 85), Uriel (Lv 58), Ganesha (Lv 62), Garuda (Lv 69)	
Description	50% chance of repelling a Physical attack while not knocked "Down".	

Rank 3	CHANGE No	SHARP STUDENT
Personas	Orobas, Flauros (Lv 25), Ara Mitama (Lv 12), Zouchouten (Lv 18), Archangel (Lv 14)	
Description	Lowers the possibility of being struck by a Critical hit.	

Rank 5	CHANGE No	APT PUPIL
Personas	Loki, Hokuto Seikun (Lv 37), Kali, Okuninushi (Lv 49), Seiten Taisei	
Description	Doubles the chance of delivering a Critical hit.	

Rank 6	CHANGE No	AUTO-RAKUKAJA
Personas	Unicorn (Lv 15), Omoikane (Lv 12), Kusi Mitama (LV 27), Take-Minakata (Lv 22), Genbu , Yamatano-Orochi	
Description	Begin the battle with Rakukaja cast on yourself. Auto-Maraku takes precdence.	

Rank 6	CHANGE No	AUTO-MARAKU
Personas	Barong (Lv 56), Raphael, Cybele, Arahabaki	
Description	Begin the battle with Marakukaja cast on the team. Takes precedence over Auto-Rakukaja.	

Rank 6	CHANGE No	AUTO-TARUKAJA
Personas	Take-Mikazuchi, Berith (Lv 15), Chimera (Lv 14), Oumitsunu (Lv 31), Yomotsu Shikome (Lv 11), Gurr	
Description	Begin the battle with Tarukaja cast on yourself. Auto-Mataru takes precdence.	

Rank 6	CHANGE No	AUTO-MATARU
Personas	Thor (Lv 55), Melchizedek (Lv 60), Metatron	
Description	Begin the battle with Matarukaja cast on the team. Takes precedence over Auto-Tarukaja.	

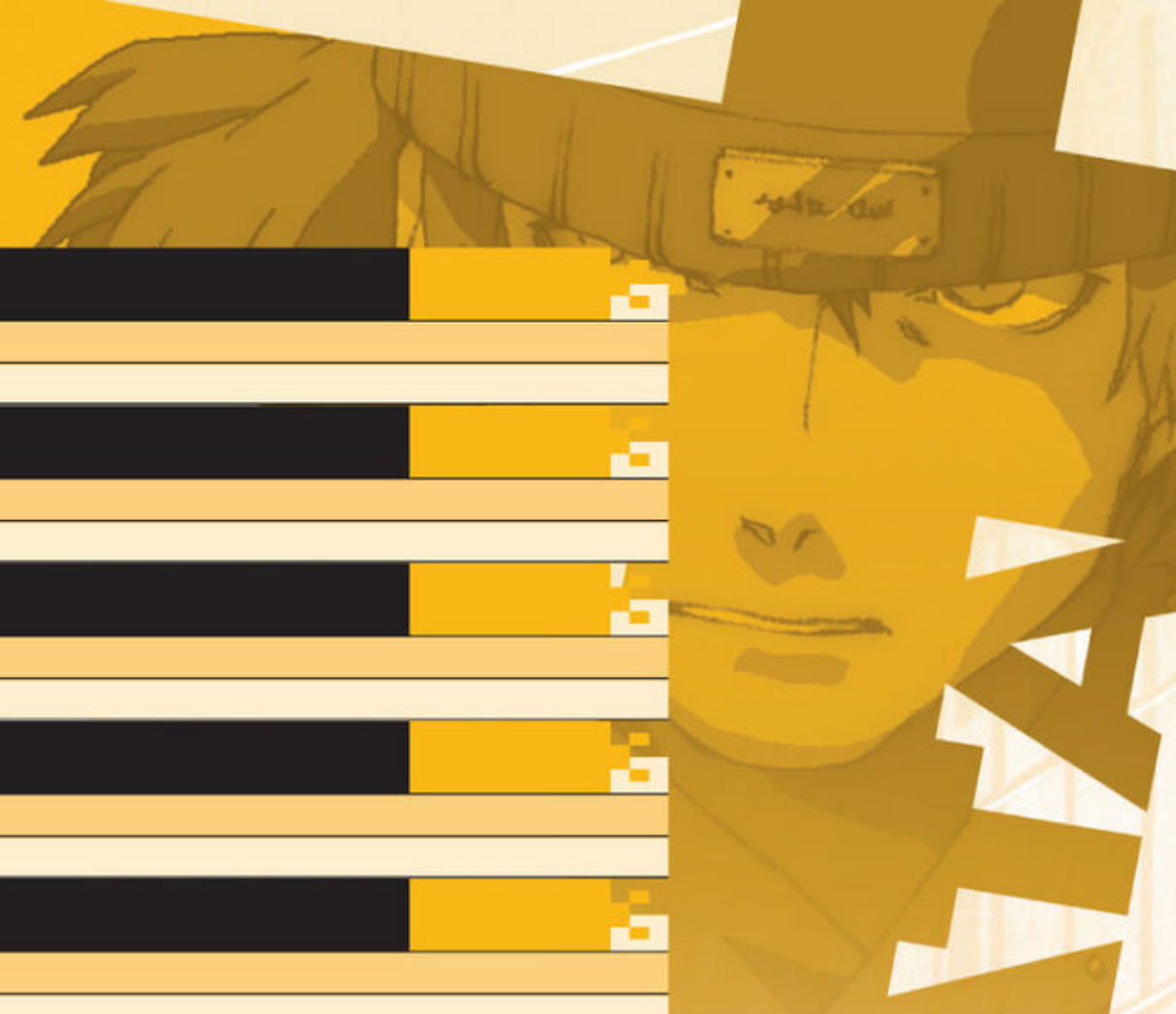
Rank 6	CHANGE No	AUTO-SUKUKAJA
Personas	Forneus (Lv 9), Flauros (Lv 24), Zouchouten (Lv 19), Valkyrie (Lv 16), Jikokuten	
Description	Begin the battle with Sukukaja cast on yourself. Auto-Masuku takes precdence.	

Rank 6	CHANGE No	AUTO-MASUKU
Personas	Hariti (Lv 62), Siegfried, Horus (Lv 65)	
Description	Begin the battle with Masukukaja cast on the team. Takes precedence over Auto-Sukukaja.	

Rank 6	CHANGE No	2HSWD MASTER
Personas	Siegfried (Lv 62)	
Description	Inflict double damage with a Two-handed Sword equipped.	

Rank 6	CHANGE No	1HSWD MASTER
Personas	Thanatos (Lv 71)	
Description	Inflict double damage with a One-handed Sword equipped.	

Rank 6	CHANGE No	BOW MASTER
Personas	Cybele (Lv 73)	
Description	Inflict double damage with a Bow equipped.	



Rank	CHANGE	
6	No	**FIST MASTER**
Personas	Byakko (Lv 63)	
Description	Inflict double damage with a Fist equipped.	

Rank	CHANGE	
6	No	**HEAVY MASTER**
Personas	Thor (Lv 60)	
Description	Inflict double damage with a Bludgeon equipped.	

Rank	CHANGE	
6	No	**SPEAR MASTER**
Personas	Seiten Taisei (Lv 71)	
Description	Inflict double damage with a Spear equipped.	

Rank	CHANGE	
9	No	**ARMS MASTER**
Personas	Bishamonten (Lv 67), Chi You (Lv 92)	
Description	Halves the HP cost for physical attack skills.	

Rank	CHANGE	
9	No	**SPELL MASTER**
Personas	Odin (Lv 65), Cybele (Lv 75), Asura (Lv 91)	
Description	Halves the SP cost for all magic skills.	

Rank	CHANGE	
2	Yes	**GROWTH 1**
Personas	King Frost (Lv 33), Kurama Tengu, Gurr (Lv 17)	
Description	Persona gains 1/4 Exp while inactive. Growth 2 or Growth 3 takes precedence.	

Rank	CHANGE	
3	Yes	**GROWTH 2**
Personas	Kurama Tengu (Lv 43), Yatagarasu (Lv 37), Quetzalcoatl	
Description	Persona gains 1/2 Exp while inactive. Annuls Growth 1. Growth 3 takes precedence.	

Rank	CHANGE	
4	No	**GROWTH 3**
Personas	Daisoujou, Saturnus (Lv 78), Jatayu, Horus	
Description	Persona gains full Exp while inactive. Takes precedence over Growth 1 and Growth 2.	

Rank	CHANGE	
4	No	**FAST RETREAT**
Personas	Susano-o, Lilith (Lv 64), Seiten Taisei	
Description	Increases the chance of a successful escape.	

Rank	CHANGE	
5	No	**ALERTNESS**
Personas	Arahabaki (Lv 56), Ganesha	
Description	Lowers possibility of an "Enemy Advantage!!"	

Rank	CHANGE	
3	No	**FEAR BOOST**
Personas	Nebiros (Lv 54), Loa (Lv 23)	
Description	Fear-based attacks are 1.5 times more effective.	

Rank	CHANGE	
5	No	**NULL FEAR**
Personas	Mot	
Description	Become immune to Fear attacks.	

Rank	CHANGE	
3	No	**PANIC BOOST**
Personas	Legion (Lv 15), Ganga (Lv 31), Raja Naga (Lv 42)	
Description	Panic-based attacks are 1.5 times more effective.	

Rank	CHANGE	
5	No	**NULL PANIC**
Personas	Raja Naga (Lv 40), Jatayu	
Description	Become immune to Panic attacks.	

Rank	CHANGE	
3	No	**DISTRESS BOOST**
Personas	Taraka (Lv 36)	
Description	Distress-based attacks are 1.5 times more effective.	

Rank	CHANGE	
5	No	**NULL DISTRESS**
Personas	Clotho (Lv 35), Ubelluris	
Description	Become immune to Distress attacks.	

Rank	CHANGE	
3	No	**POISON BOOST**
Personas	Ose (Lv 25), Inugami (Lv 11)	
Description	Poison-based attacks are 1.5 times more effective.	

Rank	CHANGE	
5	No	**NULL POISON**
Personas	Kingu (Lv 49), Barong	
Description	Become immune to Poison attacks.	

Rank 3	CHANGE No	CHARM BOOST
Personas	Leanan Sidhe (Lv 35), Narcissus	
Description	Charm-based attacks are 1.5 times more effective.	

Rank 5	CHANGE No	NULL CHARM
Personas	Saki Mitama (Lv 44), Raphael	
Description	Become immune to Charm attacks.	

Rank 1	CHANGE No	RAGING TIGER
Personas	Lamia, Ubelluris (Lv 53), Gurr (Lv 18)	
Description	Doubles Attack power while suffering from "Rage".	

Rank 3	CHANGE No	RAGE BOOST
Personas	Pyro Jack (Lv 17), Virtue (Lv 37)	
Description	Rage-based attacks are 1.5 times more effective.	

Rank 5	CHANGE No	NULL RAGE
Personas	Oumitsunu (Lv 35), Uriel	
Description	Become immune to Rage attacks.	

Rank 7	CHANGE No	AILMENT BOOST
Personas	Mother Harlot (Lv 73), Succubus (Lv 55), Kaiwan (Lv 55)	
Description	All status ailment attacks are 1.5 times more effective.	

Rank 9	CHANGE No	UNSHAKEN WILL
Personas	Asura	
Description	Become immune to all status ailments.	

TACTICAL SUPPORT SKILL LEGEND

NAME:	The name of the skill.
LVL:	Indicates the Level at which the Persona learns the skill.
PERSONAS:	Indicates which Persona this skill belongs to.
DESCRIPTION:	Provides a detailed explanation on the skill's effect.

PERSONA Penthesilea	ANALYZE	LVL --
Description	Used to detect enemy's stats and weakpoints.	

PERSONA Lucia	FULL ANALYSIS	LVL --
Description	Used to detect an enemy's stats, weak points, and any attacks or skills it may use.	

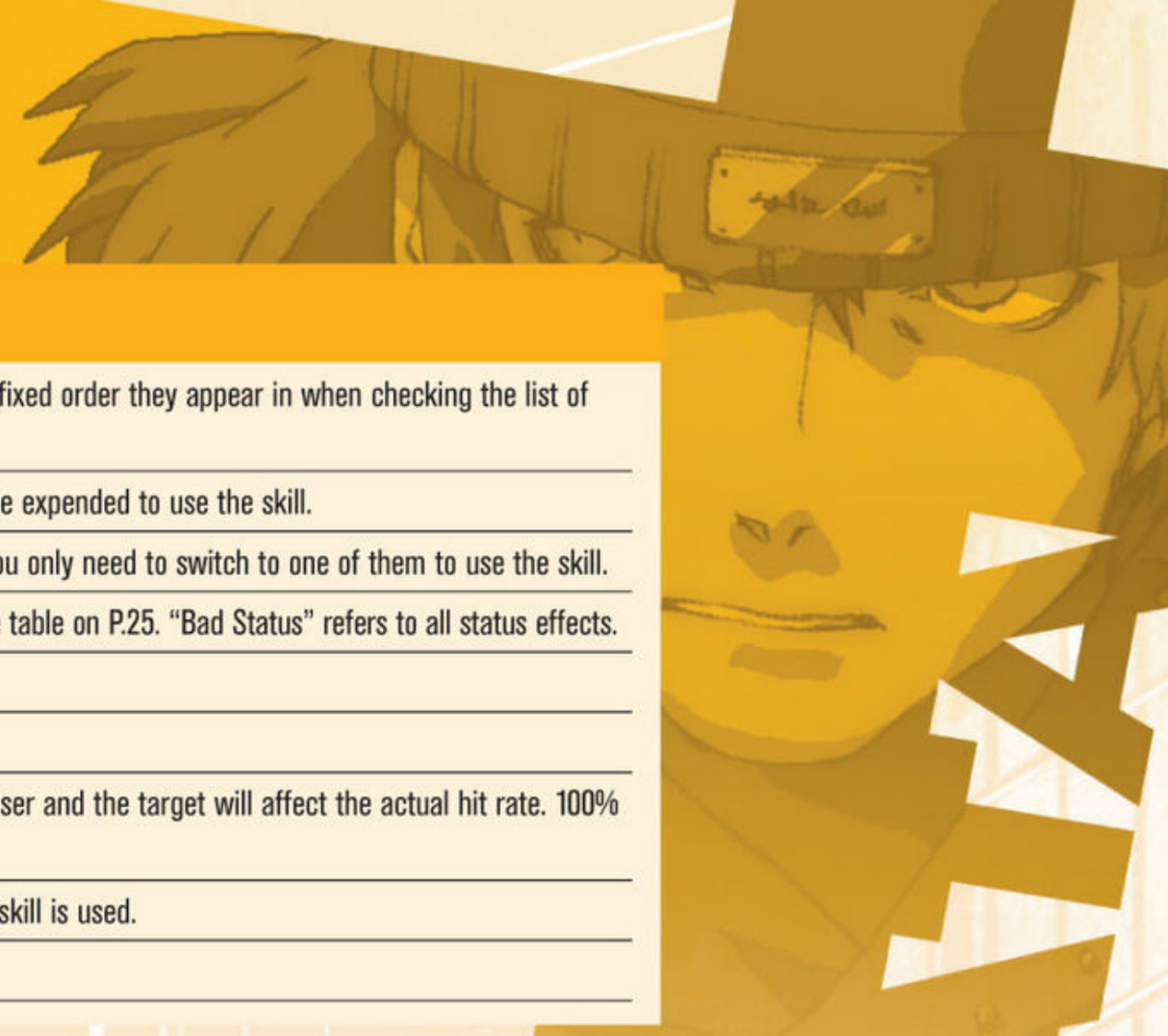
PERSONA Lucia	SUPPORT SCAN	LVL 23
Description	When you select a target, a display will show if any -kaja or -nda skills are in effect.	

PERSONA Lucia	THIRD EYE	LVL 32
Description	When you select a target there will be a warning on the target icon to show that the attack will be Blocked, Repelled, or Absorbed.	

PERSONA Lucia	HEALING WAVE	LVL 41
Description	All team members will recover 15% of their HP in Tartarus when they ascend to the next floor.	

PERSONA Juno	ORACLE	LVL --
Description	After choosing this skill from the Tactics menu during a battle, a period of time will elapse before all characters will randomly have their HP, SP, HP & SP restored or status ailments cured. There's a small chance that everyone's HP and SP will be reduced to 1 instead.	

PERSONA Juno	ESCAPE ROUTE	LVL 62
Description	Automatically return to the Entrance of Tartarus no matter where you are inside the tower. Same effect as a Traesto Gem.	



FUSION SKILLS LEGEND

NAME:	The name of the skill. The skills are arranged according to the fixed order they appear in when checking the list of acquired Fusion Spells via the "System" menu.
COST:	Indicates how much of your SP (with relation to its Max) will be expended to use the skill.
PERSONAS:	Indicates the two Personas you need to be able to switch to. You only need to switch to one of them to use the skill.
PROPERTY:	The classification of the skill, according to the Skill Transference table on P.25. "Bad Status" refers to all status effects.
TARGET:	Identifies the possible targets the skill will affect.
POWER:	Indicates how strong the skill is.
ACCURACY	Indicates the base hit rate of the skill. The Agility stats of the user and the target will affect the actual hit rate. 100% Accuracy means the skill is unavoidable regardless of Agility.
CRITICAL:	Indicates the probability that a Critical Hit will occur when the skill is used.
DESCRIPTION:	Provides a detailed explanation on the skill's effect.

JACK BROTHERS

PERSONAS: Jack Frost + Pyro Jack | COST: 15% SP

Property	Special	Target	All Enemies	Power	15	Accuracy	100%	Critical	-

Description: Moderate chance of knocking "Down" all enemies.

ARDHANARI

PERSONAS: Shiva + Parvati | COST: 30% SP

Property	Fire	Target	All Enemies	Power	900	Accuracy	99%	Critical	-

Description: Inflicts a huge amount of Fire damage.

TRICKSTER

PERSONAS: Loki + Susano-o | COST: 15% SP

Property	Bad Status	Target	All Enemies	Power	15	Accuracy	100%	Critical	-

Description: Inflicts a random status ailment on all enemies, but sometimes affects your team instead.

INFINITY

PERSONAS: Vishnu + Ananta | COST: 30% SP

Property	Enhance	Target	All Allies	Power	15	Accuracy	100%	Critical	-

Description: Sets all property resistances to "Block" for 1 turn.

VALHALLA

PERSONAS: Odin + Valkyrie | COST: 40% SP

Property	Enhance	Target	One Ally	Power	-	Accuracy	100%	Critical	-

Description: Sets all property resistance to "Block" for 1 turn, however the target's HP and SP is reduced to 1 afterwards.

SUMMER DREAM

PERSONAS: Titania + Oberon | COST: 15% SP

Property	Special	Target	Random	Power	15	Accuracy	100%	Critical	5%

Description: Randomly does one of the following: All Enemies knocked "Down" or HP & SP fully restored. All Allies knocked "Down" or HP & SP fully restored. All Enemies and Allies knocked "Down" or HP & SP fully restored. The Protagonist suffers from a random status ailment or nothing happens.

ARMAGEDDON

PERSONAS: Lucifer + Satan | COST: 100% SP

Property	Almighty	Target	All Enemies	Power	9999	Accuracy	100%	Critical	-

Description: Inflicts 9999 damage.

CADENZA

PERSONAS: Orpheus + Apsaras | COST: 25% SP

Property	Enhance	Target	All Allies	Power	50	Accuracy	100%	Critical	-

Description: Recovers 50% HP and also casts Masukukaja

SCARLET HAVOC

PERSONAS: Ares + Siegfried | COST: 15% SP

Property	Slash	Target	All Enemies	Power	320	Accuracy	99%	Critical	5%

Description: Inflicts a large amount of Slash damage.

FROLIC

PERSONAS: Narcissus + Pixie | COST: 10% SP

Property	Recovery	Target	All Allies	Power	15	Accuracy	100%	Critical	-

Description: Recovers all HP but occasioanlly inflicts Charm.

DREAMFEST

PERSONAS: Incubus + Succubus | COST: 15% SP

Property	Charm	Target	All Enemies and Allies	Power	15	Accuracy	100%	Critical	-

Description: High chance of inflicting Charm on everyone.

KING AND I

PERSONAS: King Frost + Black Frost | COST: 15% SP

Property	Ice	Target	All Enemies	Power	149	Accuracy	99%	Critical	-

Description: Inflicts a moderate amount of Ice damage with high chance of causing Freeze.

PERSONAS								COST	
Forneus + Decarabia	**BEST FRIENDS**							15% SP	
Property	Enhance	Target	One Ally	Power	15	Accuracy	100%	Critical	-
Description	Casts Rakukaja, Tarukaja, and Sukukaja on the target.								

PERSONAS								COST	
Scathach + Cu Chulainn	**SHADOW HOUND**							20% SP	
Property	Strike	Target	All Enemies	Power	300	Accuracy	99%	Critical	5%
Description	Inflicts a large amount of Strike damage.								

PERSONAS								COST	
Take-Mikazuchi + Thor	**THUNDER CALL**							15% SP	
Property	Electricity	Target	All Enemies	Power	320	Accuracy	99%	Critical	1%
Description	Inflicts a large amount of Electrical damage with a high chance of causing Shock.								

PERSONAS								COST	
Metatron + Mithra	**LAST JUDGE**							30% SP	
Property	Almighty	Target	All Enemies	Power	800	Accuracy	99%	Critical	-
Description	Inflicts a huge amount of Almighty damage.								

PERSONAS								COST	
Garuda + Gurr	**RAKTAPAKSHA**							15% SP	
Property	Almighty	Target	All Enemies	Power	15	Accuracy	100%	Critical	-
Description	Casts Dekaja and has a high chance of knocking all enemies "Down"								

PERSONAS								COST	
Angel + Archangel	**JUSTICE**							30% SP	
Property	Light	Target	All Enemies	Power	50	Accuracy	100%	Critical	-
Description	Inflicts Light damage equal to 1/2 the current HP of the targets								

PERSONAS

ATLUS INTERVIEWED by THE FANS

Erdrick: What are Atlus's thoughts on the current next-gen systems out there? Do you have any interest in developing for the 360, PS3, or the Wii?

Atlus USA: We look forward to publishing games on all of these systems. However, since we ourselves are not a developer, our options are limited to the games made by our parent company as well as those that are available for licensing from other developers. As good titles become available for licensing, we will continue to evaluate them to determine if they are viable for the US market. Also, we believe that each system has its own strengths and weaknesses, and we take them into account when evaluating titles

Erdrick: What, if any, are the overall themes you were trying to express/explore in this installment of *Persona*?

Atlus USA: *Persona 3* explores the inner self. As you'll recognize, even the strongest characters in the game have their moments of doubt and weakness. But, through friendship and commitment, they are able to overcome their fears. Perhaps the game will encourage people to rethink their own insecurities and muster the courage to deal with their problems head on, as well as appreciate the people in their lives who stand by them no matter what.

Erdrick: Any thoughts about expanding the MegaTen series (or any of its spinoffs) into new gaming genres? You've dabbled in stuff like Strategy RPGs and MMOs, but what about other territories?

Atlus USA: The *MegaTen* series has evolved quite a bit over the years, and I am sure that it will continue to do so, especially as the hardware changes. *Devil Summoner: Raidou Kuzunoha vs. the Soulless Army* was an action-oriented RPG, and *Persona 3* is half dungeon crawler, half school simulation. Just like many of our fans, we look forward to each new installment to see what our parent company has come up with to keep the franchise fresh.

Charade Maru: Why was it decided that party members would be AI rather than player controlled?

Atlus USA: This is only my personal interpretation, but I believe this allows the player to really inhabit the role of the main character. Rather than manipulate the entire party like an omnipotent god, you must depend on them just as you do with your real life friends. It's quite different from summoning demons to have them do your bidding. In other words, I think the system is designed to enhance the sense of camaraderie and teamwork. If you consider the theme of the game which we discussed above, along with the emphasis on the Social Link system, this becomes more apparent.

Dead to Rights: In *Shin Megami Tensei: Devil Summoner* for the US, a mahjongg mini game was removed. Is there anything that had to be removed, edited or changed for the upcoming US release of *Shin Megami Tensei: Persona 3*?

Atlus USA: The US version of *Persona 3* has almost everything intact. In fact, there are a few tweaks not found in the Japanese version, like the use of the left analog stick to navigate the menus (as opposed to using only the directional buttons). There are places where we had to change the text due to cultural differences, but that's about it. In these instances, we tried to the best of our ability to retain the original intent.

Dead to Rights: Will there be any bonuses/extra additions to the US release of *Shin Megami Tensei: Persona 3*?

Atlus USA: The game will be released in a deluxe box set that contains a soundtrack CD featuring the music of acclaimed composer Shoji Meguro, who was largely responsible for the music in *Nocturne* and *Digital Devil Saga*. Also included is a full-color, hardbound art book containing conceptual drawings of the characters and settings, among other things. A lot of work went into preparing these materials, so we hope fans will appreciate them.